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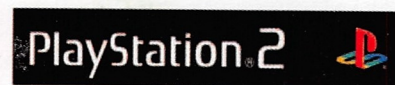
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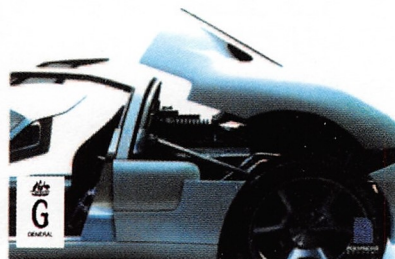
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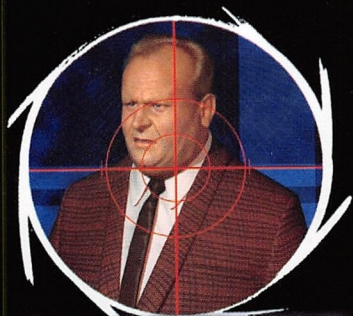
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PlayStation®2



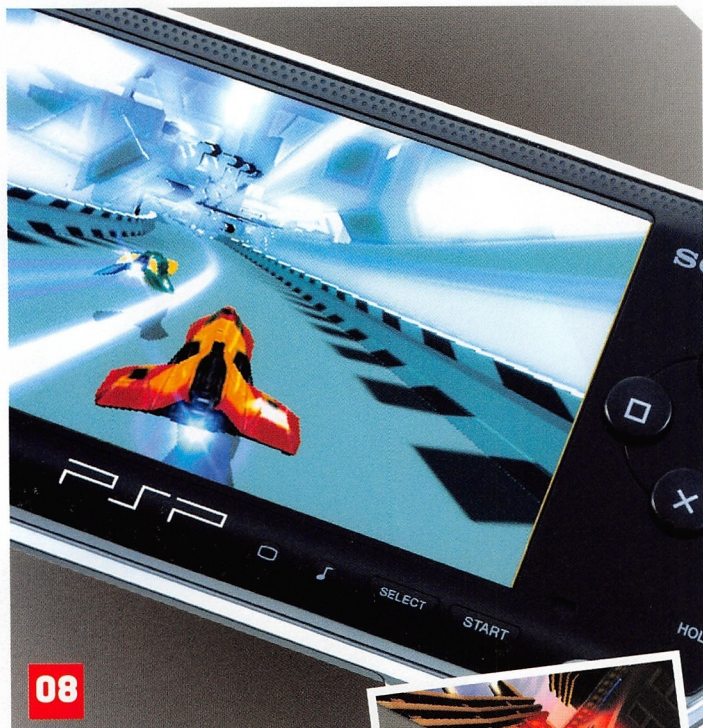
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The PlayStation Portable and *WipEout Pure*. Noise stuff, that.



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Exclusive bonus content for the PAL version! Extra mulletty goodness!

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How did Batman get where he is today? Find out here.



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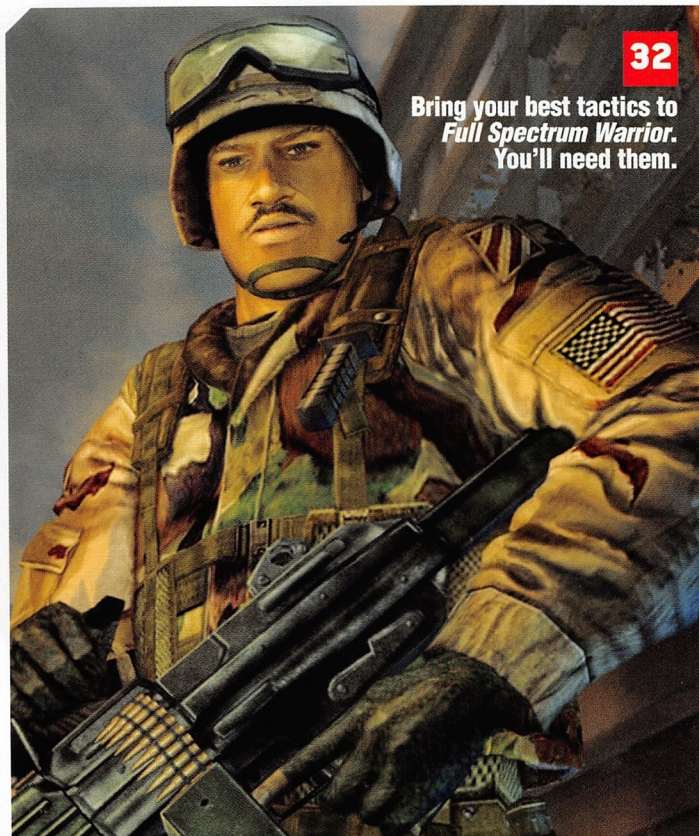
Pred in the city. No Danny Glover though.

11 The Hulk 2

He's back. And still angry. And he's gone all *GTA* on us.

14 MotoGP 4

Get revved-up for its return. Or not. We don't really care to be honest.



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Bring your best tactics to *Full Spectrum Warrior*. You'll need them.

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Another chance to show the Nazis who's boss. Take that, Adolf!

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You, a shotgun and a hundred insane rednecks. Sounds like game heaven.

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It's keepin' it real, sticking to the streets and hopefully being nice to its gran.



28

Fear & Respect

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Why are squad-based games obsessed with rainbows, anyway?

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The long-awaited sequel lives up to its name.

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The *Rumble Roses* perk us up no end. It's a legitimate sport, honest love!

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Fight the Romulans! Well, something like that.

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Can this new recruit cut it?

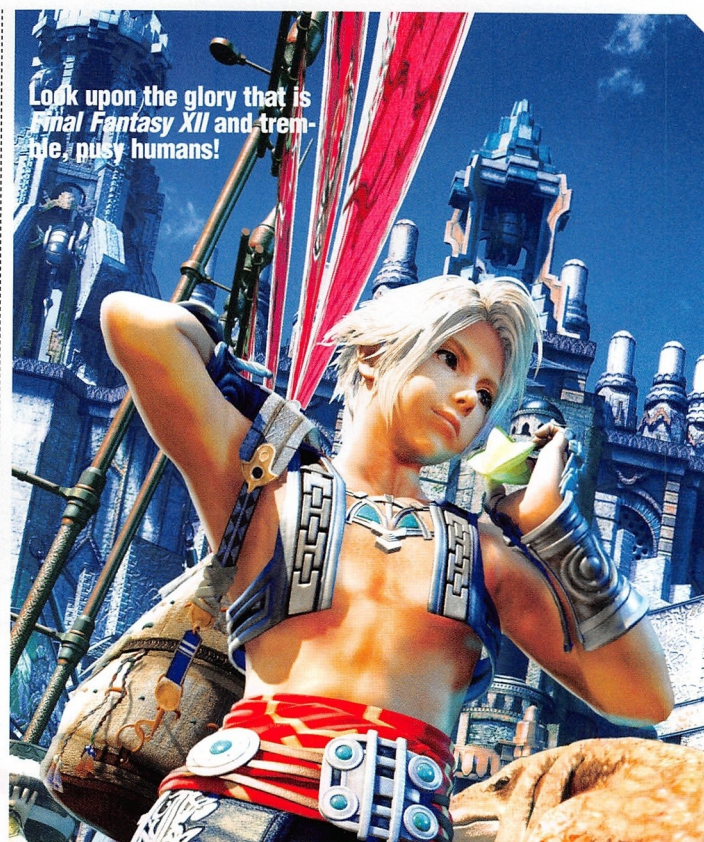
72 La Pucelle Tactics

Demon killing nuns go beserk.



88 Metal Gear Solid 3: The Snake Eater Files

We go ahead and ruin the whole game for you by revealing everything that's in it. Because we're like that.



Look upon the glory that is *Final Fantasy XII* and tremble, pussy humans!

DVD

Metal Gear Solid 3

We reveal everything - EVERYTHING - about *MGS 3*. Seriously, we mean it: EVERYTHING.

Rumble Roses

Look, do we even need to tell you what this is? As long as there's lots of footage of tasty wrestling vixens, you couldn't care less, right? Right?

Resident Evil 4

Like, okay, everyone thought that this was GCN exclusive, and then it totally WASN'T and everyone was like OMG and we were like LOLZ and it's got ZOMBIES and GUNS!

Full Spectrum Warrior

Hone your killing skills by watching footage of the game that doubles as a combat simulator for the military. It's war, but without that unpleasant part where your face gets blown off.

Call of Duty: Finest Hour

We go behind the scenes with the developers of the next *Call of Duty* game. Here's a special, top-secret fact: it's about killing Nazis!

Outlaw Golf 2

It's just like normal golf, except with criminals and bondage vixens.



GLOBAL

Breaking news from the world of PlayStation.

GLOBAL THIS MONTH...



10

DECADE OF PLAYSTATION



HOORAY!

AT LAST: THE PSP IS HERE!

But we still haven't got an Aussie release date yet. Blast!

On January 12th, 2004 the PlayStation Portable launched in Japan... and the response was, to put it mildly, phenomenal. Japanese gamers camped out on the streets and mobbed retail stores to get their hands on Sony's first handheld console, with the first shipment of the machines selling out within a week. Pretty exciting stuff, we're sure you'll agree. So... what about that Australian release date then?

Well, we just don't know. Despite setting a European launch date of March 25, Sony is yet to confirm when the PSP will be making its way to Australian shelves. This is especially frustrating when you consider that Nintendo has revealed both the launch-date and pricepoint for their dual-screened GBA successor, the DS. What's taking Sony so long to spill the beans?

Who knows. At any rate, whenever the PSP launches here, it's sure to have a stellar lineup of games available from the get-go. Judging from the European and Japanese launches, we should see games such as *WipeOut Pure*, *MediEvil* and *Ridge Racers*. Less likely, but still possible are *Need for Speed Underground Rivals* and, fingers crossed, *Metal Gear Acid*. Ooh, that'd be nice.

Make sure to check back next month for a full hands-on PSP playtest.



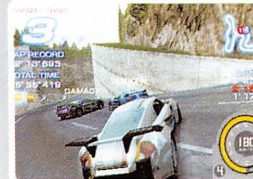
WIPEOUT PURE

Now almost a decade old, *WipeOut* gets a spring clean and wireless eight-player link-up mode. If the old *WipeOut* magic returns, this could be the game that gets people playing PSP.



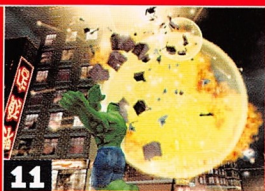
MEDIEVIL

Sony's homegrown Gothic adventure returns, after a notable absence from PS2. You'll guide our skeletal hero through various levels of dark comedic mayhem, with 'an intelligent twist'.



RIDGE RACERS

Ridge Racers looks like a rocket-powered return to form for the troubled series, with flaming nitros, speed blur and cars so fast that they can't go a lap without leaving the tarmac.



11 THE INCREDIBLE HULK



14 MOTOGP 4



14 TEKKEN 5



PLAYSTATION 3: FIRST SCREENS!

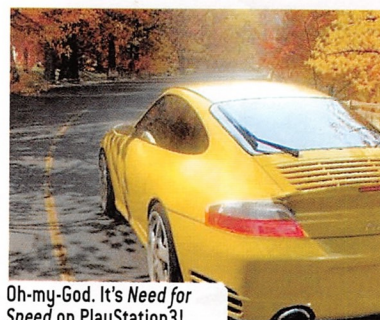
It's true. These are the first PS3 pics ever seen!

EA has revealed its vision for PlayStation3, complete with the very first screenshots from the new machine. Warren Jensen, a head honcho at EA went on stage last week to give the company's predictions for the next generation of consoles. With him were shots of next-generation *Madden* and *Need For Speed* games, looking every inch like cut-scenes from current generation games.

After wowing with these amazing images, Jensen then went on to say that he expects PlayStation3 to become a "wireless hub" for the home, with a concentration on downloadable content. He suggested that most developers will offer extra downloadable content for games and predicted an end to conventional shop-bought games within three to five years. This is going to be very big indeed, people.



This. In real time. All the time. It's going to be mad.



Oh-my-God. It's *Need for Speed* on PlayStation3!

SNAKE'S PAL SURPRISE

Bonus content for the Oz version of *Metal Gear Solid 3*.

The Oz release of *Metal Gear Solid 3: Snake Eater* in March will feature exclusive content not seen in the Japanese and US versions.

Duel mode lets you play through all the boss fights independently – presumably after you've beaten them all in the main game – and Demo Theatre allows you to watch all the cut-scenes to help keep track of the many and varied thriller-style plot twists.

Konami will announce more bonus features before the PAL release, hoping to appease fans who must endure a four-month wait for the game. Something along the lines of the behind-the-scenes DVD *The Document of Metal Gear Solid 2* or *Metal Gear Solid 2: Substance's* VR missions would be just our cup of tea.



THIS IS FOOTBALL 2005

Like the recent PS2 game but with updated stats and a four-player gaming. Sony insists the conversion from PS2 to PSP will be flawless. Does that mean another disappointing 6/10 then?



COLIN MCRAE RALLY

Another established PS2 classic makes its way onto PSP in fine style. Expect dozens of cars, tracks and tuning options, plus the trademark super-slidey McRae handling we love.

WORD ON DA STREET

What will games be like in 10 years from now?

"There'll be a real battle for the public's cash in the next generation of consoles, but PlayStation is always going to be a top brand."

Chi Leung, store manager



"It's going to be all about the virtual reality in ten years' time. You'll be sitting at home, but it'll feel like you're on holiday in Barbados."

Viz Patel, engineering student



"PlayStation will still be bigger than ever! But nobody really knows which direction gaming is going to take in the future."

Paul Craford, psychology student



"In ten years there'll be a monopoly of one huge, monolithic multinational company instead of the rival ones we know today."

Zamayer Nawaz, happy shopper



"Arcade gaming will be dead, and all gaming will take place in the home and online. Sony will definitely still be around in some form, though."

Inti Lagos-Brown, student



TEN YEARS YOUNG

Sony celebrates an incredible decade of PlayStation!

It's hard to believe, but it's true: it's ten years since the original PlayStation first appeared on the shelves in Japan. And what a decade it's been.

Sony changed the gaming world by making a console designed for adults as well as children, and introducing games that were innovative and truly playable. Since then we've seen groundbreaking peripherals like EyeToy, totally

revolutionary series like *Resident Evil*, *Metal Gear Solid* and *Grand Theft Auto*, and literally hundreds of stunning games in every conceivable genre. Best of all, a whole generation of gamers – that's you lot – grew up with the certain knowledge that their favourite hobby was not only pretty cool, it was the shining future of all

entertainment. Even the ads, like the classic 'Double Life' campaign (below), reeked of style. With the PlayStation Portable about to debut in Australia, and PlayStation3 looming large, we're sure we'll be living in a PlayStation world for another ten years. Or maybe more...



PLAY TIME

A potted history of PlayStation.



1995

Sony's new PlayStation pops up in Japanese shops. Local jaws drop.



1995

PlayStation launches in Australia. We like it. Quite a lot.



2000

PlayStation2 launches. Sick days mysteriously rise nationwide.



2000

The bubbly, cute PSone appears. The public elect it Prime Minister. Well, nearly.



2003

The EyeToy is launched and gamers everywhere go "Huh. Cool".



2004

PS2 suddenly gets loads smaller. Which is maybe why it's so hard to find.



2004

PSP launched in Japan, heralding a new era of battered thumbs everywhere.

++ "Napalm never smelt this good" poster ad for Vietcong game banned ++ Big Mother Truckers sequel due in June ++



MARK SORRELL INVESTIGATES...

The crappy controllers you've received this Yule.

PERIPHERAL VISION

Nothing says Christmas quite like the sound of a spoilt child screaming at his mother because the novelty peripheral she bought him for his 'main present' is a worthless piece of crap. There's little point in trying to avoid the novelty peripheral. It's as inevitable as Boxing Day blues. All you can hope is that the old dear has bought you something you can sell on. With this in mind, I've commission a special, far-reaching investigation into the darkest recesses of controller hell... I've got my detective-style hat, I've got a rather large dustbin, and I've got six of the most unlikely controllers ever to spring from the mind of man. Let's go!



When we say investigate, we mean hold and pose for a pic.



FIGHTING ARENA GUILLEMOT

What does it do? Translates your body spasms into punches and kicks for the purposes of your favourite fighting game.

What should I do with it? Stick it on eBay and pray for a miracle. After all, your gran was stupid enough to buy it.

STASH IT OR TRASH IT? Trash it.



GAMEPOD GT2 ASH DESIGN

What does it do? The biggest, cosiest, most expensive steering wheel on the market. It's only a cup-holder away from being an actual car.

What should I do with it? Keep it until Gran Turismo 4 comes out. If it ever does.

STASH IT OR TRASH IT? Stash it.



FULL-SIZED BOARD PRO PLAY

What does it do? A) Hurt your ankles, B) Make you look stupid, and C) Lower your average SSX3 score. Handy then.

What should I do with it? Take it back and swap it for something less lethal.

STASH IT OR TRASH IT? Trash it.



FPS MASTER RADICA

What does it do? Places a couple of triggers on the leg of each pad, thus simulating the experience of wielding dual guns.

What should I do with it? Use as it as your fourth reserve controller.

STASH IT OR TRASH IT? Stash it.



FIFA WORLD CUP FOOTBALL STADIUM GUILLEMOT

What does it do? Good ****ing question. Apparently it's been purpose-built to make the FIFA games even less enjoyable.

What should I do with it? Cut into 1,000 pieces and fire it into space.

STASH IT OR TRASH IT? Trash it.



GUITAR COUGAR

What does it do? Only really works with Konami's Guitar Freaks. Not only incredibly pointless, but also amazingly flimsy.

What should I do with it? Smash it up Pete Townshend style.

STASH IT OR TRASH IT? Trash it.



DON'T MAKE HIM ANGRY

The Incredible Hulk returns.

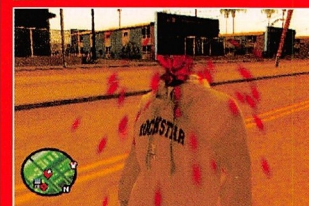
With a working title of *The Incredible Hulk*, rather than *The Hulk 2*, this sequel is based on the comics instead of the movie.

Free from the film's flimsy premise, the game adopts an almost *GTA*-like structure as you guide the not-so-jolly green giant through free-roaming environments. In fact, you can just go on a rampage and not bother with the story-based missions at all if you like. Beefier enemies means a stack of new and slightly more complex combat moves, including the welcome ability to be a whole lot nastier. Without a summer blockbuster to tie in with, don't expect this until the autumn.



"Hulk go anywhere Hulk like now! Maybe Hulk get pizza!"

WARNING!

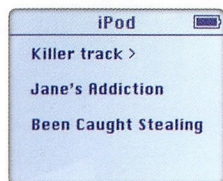
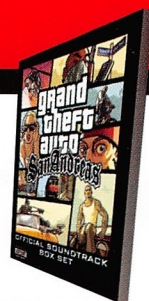


Headless gangstas!

TURN TO P80

GRAND THEFT STEREO

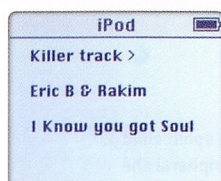
Our highlights from the eight-disc **GTA: San Andreas** CD soundtrack.



MARK SORRELL
RADIO K-ROSE: COUNTRY



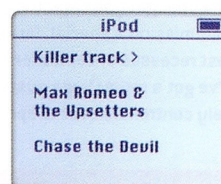
"I'm a red-neck shit-kicker by nature, which is why nothing gets me going quite like the buck-toothed twang of Radio K-Rose. Now take your pardner by the hand..."



RICH MELVILLE
RADIO K-JAH: REGGAE



"A thick green, smoky cloud of rolling bass, K-Jah is perfect for an afternoon of gang warfare on the streets. Or whatever the white middle-class equivalent is."



JONATHAN TODD
RADIO X: ALTERNATIVE ROCK



"I could do without the Living Colour and the Danzig, but the rest is rockin'. It's enough to make me wish I'd never thrown out my old Ned's Atomic Dustbin t-shirt."

JOFF BROWN
RADIO LOS SANTOS: HIP-HOP



"I've seen *8 Mile*. I know what goes on at these so-called 'rap battles', and the 11 'dope cuts' on Radio Los Santos really shizzle my nizzle. Bo selecta!"

GLOBAL UPDATE

Bringing you up to speed on the big PS2 games.



New sounds



It's in the can



Out in America



Out in Japan



Trouble ahead



Extreme violence



Out on time



Release date slip



Play online



Name change



Straight to retail



Exclusive to PS2

FAR CRY: INSTINCTS



We've put a cup to Ubisoft's wall and heard something that justifies *Far Cry: Instincts* slip to March. Apparently, it's now much more than just a straight-ahead version of the hit PC game *Far Cry*. Playing as Jack Carver (he had to be an action hero with a name like that) you can now set traps for enemies. Whipping them with tree branches, shooting them with arrows and just plain old blowing them up are all on the menu. Sounds like great fun for online play.

MIAMI VICE



It's good to see that the dodgy *Miami Vice* game sports 'Crockett's Theme' alongside Jan Hammer's legendary theme from the 80s show. But it's not so good to see the the game on shelves before we were ever sent a copy. Is it because it's crap? Yes.

METAL GEAR SOLID 3: SNAKE EATER



Rumours abound that the *Metal Gear* series is finally going to make it to the silver screen. A director has even been implicated: Ryuhei Kitamura, famous in Japan for zombie horror flicks and the latest *Godzilla* movie. Kojima's been seen talking with him lately. Very interesting...

RESIDENT EVIL 4

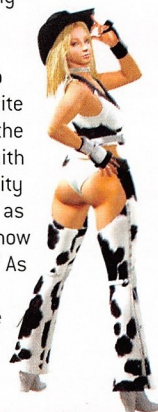


Good news for *Resident Evil* fans – another character from an earlier game is set to appear in *Resident Evil 4*. It's Ada Wong from *Resident Evil 2*, the game that gave birth to *Resi 4* star Leon as well. (Leon's so popular in Japan he's sparked off his own clothing collection, including boots, sunglasses and leather jackets.) Meanwhile the game, which has just launched in GameCube form, is set for a mid-year PS2 release here.

RUMBLE ROSES



Rumble Roses has been condemned this month by the slightly sinister-sounding National Institute on Media and the Family – in, surprise surprise, the US. We agree, if only because it'll raise kids' expectations of women too high. Most women can't fight quite that well, after all... Meanwhile, the downright scarily named Interfaith Center on Corporate Responsibility has *Hitman: Blood Money* down as a game to avoid. How do they know when it's not even finished, eh? As for *Rumble Roses*, we say: read our big review on p64 and judge for yourself. Well, let PSW judge for you. We're experts on jiggling, pink, fleshy globes.



++ Tom Clancy's *Splinter Cell* novel a best seller ++ EA making *UEFA Champions League* game – full preview next month ++

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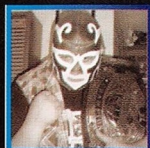
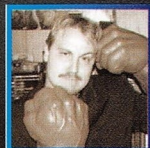
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COMBATTING THE FORCES OF EVIL

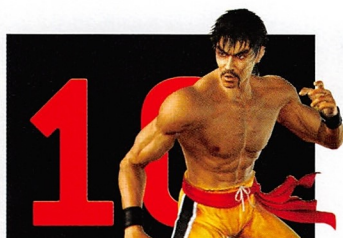


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THINGS YOU DIDN'T KNOW ABOUT...

TEKKEN 5

1 There are eight Tekken games. Tekken 1-5, Tekken Tag, Tekken Advance on GBA, and Tekken Card Battle on the Japan-only Wonderswan console.

2 Tekken 5 will be the first arcade game to support an electronic card ranking system outside Japan.

3 The first Tekken arcade machine was based on the original PlayStation hardware.

4 Tekken 5 will be the first outing for the terrifying Jinpachi Mishima, Heihachi's dad.

5 The original Tekken featured a level from classic arcade game Galaga to play while it was loading.

6 The Tekken series has sold over 18 million copies since it's release, and brought in vast amounts of cash and players into the arcades.

7 A live-action Tekken film is set to start filming in 2006. Chop-socky legends Jackie Chan and Jet Li are rumoured to be appearing.

8 There are 25 characters currently confirmed: 20 regular fighters, two bosses and three time release characters. There are certain to be more.

9 The next Tekken game is rumoured to be Tekken Zero, with young versions of the older characters and the parents of young fighters.

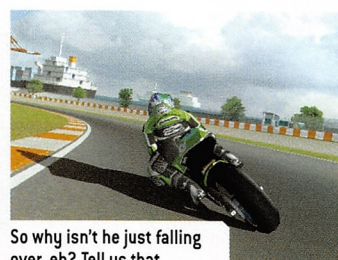
10 The original Tekken isn't actually a very good game. No, seriously. It's awful.



Fair enough – it does look even more realistic this time.



They've set bike detail to 'pants-wettingly high'.



So why isn't he just falling over, eh? Tell us that.

MOTO MADNESS

MotoGP 4 to bring online play to PS2 for first time in bike history.

Namco has announced that the fourth installment of the *MotoGP* series is to be fully capable with the broadband adaptor, offering PS2 owners a chance to experience the online rush that Xbox owners have been banging on about for years.

Needless to say, if the Japanese software giant can provide us with even a rough approximation of the astonishingly smooth play that helped to launch Xbox Live, PSW will be a very, very, very happy magazine indeed.

Never fear, solo players, for you are to be handsomely catered for as well, largely thanks

to the addition of two new classes, 125cc and a 250cc. As you might expect, all the technical data will be bang up-to-date, each and every manufacturer and rider having taken the time to personally ensure that Namco delivers the most authentic experience possible.

For the benefit of those of you who've missed *MotoGP*s 1 through 3, a full Training mode is to be included, allowing newcomers to hone their skills in the comfort of their own home before then unleashing them online.

Expect *MotoGP 4* to thunder into view in the early Spring months. Until then, gentlemen, idle your engines.



TRENDSPOTTING

Keeping an eye on idea-thieving game developers.



You've only got yourselves to blame for this one. Having bought *Grand Theft Auto: San Andreas* in record numbers, you've convinced game developers worldwide to construct their latest titles entirely around gun-toting African-Americans with elaborate handshakes and tattoos dedicated to their dead cousins. So meet *25 to Life* and *Fear & Respect*, the first of many to trail in *GTA*'s wake. The only question is, how will you be able to say which is which?

WELL, CAN YOU TELL THE DIFFERENCE?



EXHIBIT A



EXHIBIT B



EXHIBIT C

One of these titles is an authentic ride through ghetto life. The other two have still got lots to prove. If you can name each one, give yourself props, G!

Answers: A) 25 to Life B) Fear & Respect C) San Andreas

The Official Australian Games Chart

Compiled by GfK in association with the IEAA

TOP
10

PlayStation 2 Games Over \$50

W/E 5th DEC 2004
RETAIL SALES

- ▲ GTA: San Andreas Adventure
- ▼ NFS: Underground 2 Racing
- ▲ SingStar Party Bundle All Other
- ◆ Eyetoy: Play 2 Pack Compilation
- ▼ WWE Smackdown vs Raw Sports
- ◆ Ratchet & Clank 3: Arsenal Adventure
- ◆ Eyetoy: Play 2 Games Only Compilation
- ▲ Crash Twinsanity Adventure
- ▼ V8 Supercars 2 Racing
- ⊗ Spyro: A Hero's Tail Adventure

TOP
10

PlayStation Games Over \$30

W/E 5th DEC 2004
RETAIL SALES

- ◆ Yu-Gi-Oh Forbidden Mem Strategy
- ▲ HPotter Chamber Of Secrets Adventure
- ◆ Disney Triple Pack Adventure
- ▲ RC Stunt Copter Racing
- ▼ Bratz Dolls All Other
- ▼ Grand Theft Auto Coll Ed Adventure
- ▲ FIFA 2004 Sports
- ▲ Colin McRae Rally Ptm Racing
- ◆ Simpson's Wrestling Sports
- ▼ MTV Snowboard Sports

TOP
10

Game Cube Games Over \$50

W/E 5th DEC 2004
RETAIL SALES

- ◆ NFS: Underground 2 Racing
- ◆ Paper Mario 1000 Year Door Adventure
- ⊗ Metroid Prime 2: Echoes Adventure
- ▲ Simpson's Hit & Run Adventure
- ▲ Spyro: A Hero's Tail Adventure
- ▼ Tales Of Symphonia RPG
- ▼ Pikmin 2 Action
- ▼ Mario Party 5 Family
- ▼ Pokémon Colosseum RPG
- ⊗ Goldeneye: Rogue Agent Action

TOP
10

Xbox Games Over \$50

W/E 5th DEC 2004
RETAIL SALES

- ◆ Halo 2 Action
- ◆ NFS: Underground 2 Racing
- ◆ NFS: Underground Clsc Racing
- ▲ Crash Twinsanity Adventure
- ▲ Fable RPG
- ▲ Spyro: A Hero's Tail Adventure
- ▲ Tom Clancy's Ghost Recon 2 Strategy
- ⊗ V8 Supercars 2 Racing
- ▼ Mortal Kombat: Deception Action
- ⊗ Prince Of Persia 2: Warrior Adventure

TOP
10

PC Games Over \$20

W/E 5th DEC 2004
RETAIL SALES

- ▲ The Sims 2 Strategy
- ▼ Half Life 2 Action
- ▲ The Sims Deluxe Strategy
- ◆ NFS: Underground 2 Racing
- ▲ The Sims Unleashed Strategy
- ▲ The Sims Superstar Strategy
- ▲ MOH Pacific Assault Action
- ▼ World Of Warcraft Strategy
- ◆ The Sims Vacation Strategy
- ◆ Rollercoaster Tycoon 3 Strategy

TOP
10

Game Boy Advance Games Over \$30

W/E 5th DEC 2004
RETAIL SALES

- ◆ Pokémon Fire Red RPG
- ◆ Pokémon Leaf Green RPG
- ⊗ Nemo: Cont Adventures Adventure
- ▼ Finding Nemo + Monstrs Inc Adventure
- ▲ The Incredibles Adventure
- ▼ Hot Wheels Vel X + Wrld Rce Racing
- ⊗ Shrek 2 Adventure
- ▼ Shrek 2: Beg For Mercy Adventure
- ▼ Pokémon Ruby RPG
- ▼ Simpson's Road Rage Racing

TOP
10

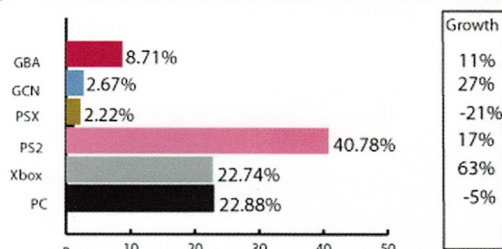
All Full Priced Games

W/E 5th DEC 2004
RETAIL SALES

- ▲ GTA: San Andreas PlayStation 2
- ▼ NFS: Underground 2 PlayStation 2
- ◆ Halo 2 Xbox
- ▲ SingStar Party Bundle PlayStation 2
- ▲ Eyetoy: Play 2 Pack PlayStation 2
- ▼ NFS: Underground 2 Xbox
- ▼ WWE Smackdown vs Raw PlayStation 2
- ▲ Ratchet & Clank 3: Arsenal PlayStation 2
- ▲ Eyetoy: Play 2 Games Only PlayStation 2
- ⊗ The Sims 2 PC/MAC

MARKET WATCH All Games by Platform

NOV vs OCT RETAIL
SALES 2004



- ⊗ New Entry
- ◆ Non Mover
- ▲ Up from last week
- ▼ Down from last week



GfK's comprehensive database of online market intelligence, updated weekly



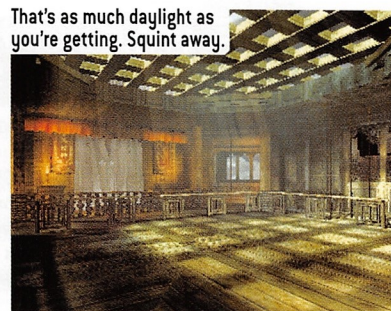
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Not everyone runs away screaming. Get stuck in!

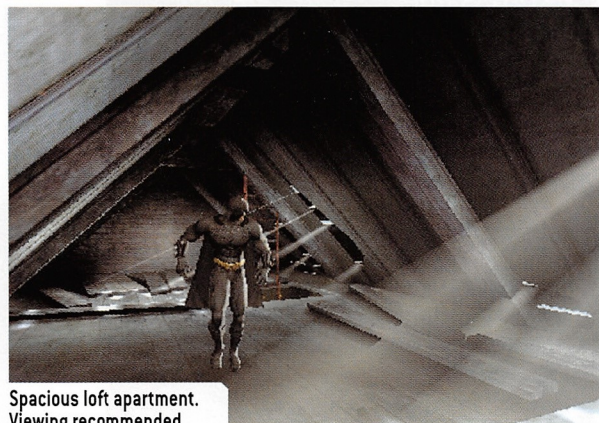


The caped crusader deals out some special bat justice.

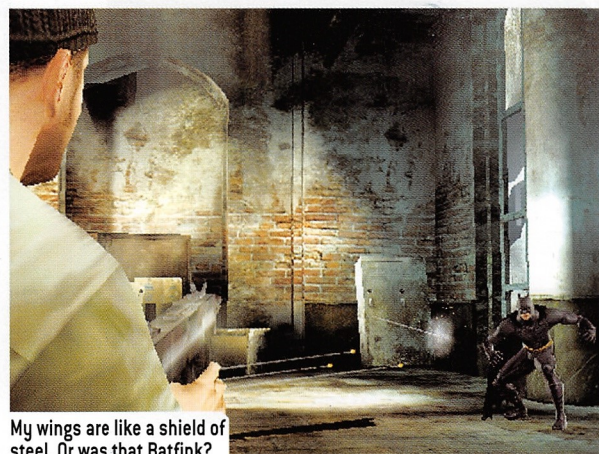
That's as much daylight as you're getting. Squint away.



The shame of being mugged by a bloke in fancy dress.



Spacious loft apartment. Viewing recommended.



My wings are like a shield of steel. Or was that Batfink?



The local nut house – an accident waiting to happen.

PUBLISHER: EA DEVELOPER: EUROCOM OUT: MAY PLAYERS: 1 ONLINE: NO

BATMAN BEGINS

The caped crusader goes back to basics.

Poor old Bruce Wayne. While Peter Parker gets the two coolest superhero films ever made and everyone completely ignores Superman's penchant for wearing Y-fronts over his trousers, Batman is best remembered for some of the worst crimes against superhero legitimacy. With Arnie's Dr Freeze and Chris O'Donnell's Robin warranting as much ridicule as the spandex-tastic '60s TV travesty, Hollywood has decided to give the caped crusader some of his dignity back. *Batman Begins* is a much darker take on Bruce Wayne's efforts to avenge his murdered parents and clean up Gotham City.

Bruce Wayne is a troubled character. He's tormented by witnessing his parent's gruesome murder when he was just a child, and although his ultimate aims are good (stopping criminals from doing bad stuff), there's a simmering anger there waiting to boil over. This anger is translated into the game in the form of fear. The more you terrify some gun-wielding punk, the more he'll start to shake like a girl and aim like a scrumpy-addled farmer. It's up to you to maximise the fear by watching from the shadows, checking out their movements and then suddenly appearing out of nowhere as a giant, fearsome looking harbinger of pain and justice.

Both movie and game are due out this summer and both are looking considerably better than previous versions (see panel). *Spider-Man 2* showed that with a bit of effort the film/game tie-in can be a success, so we've got high hopes for Brucie.



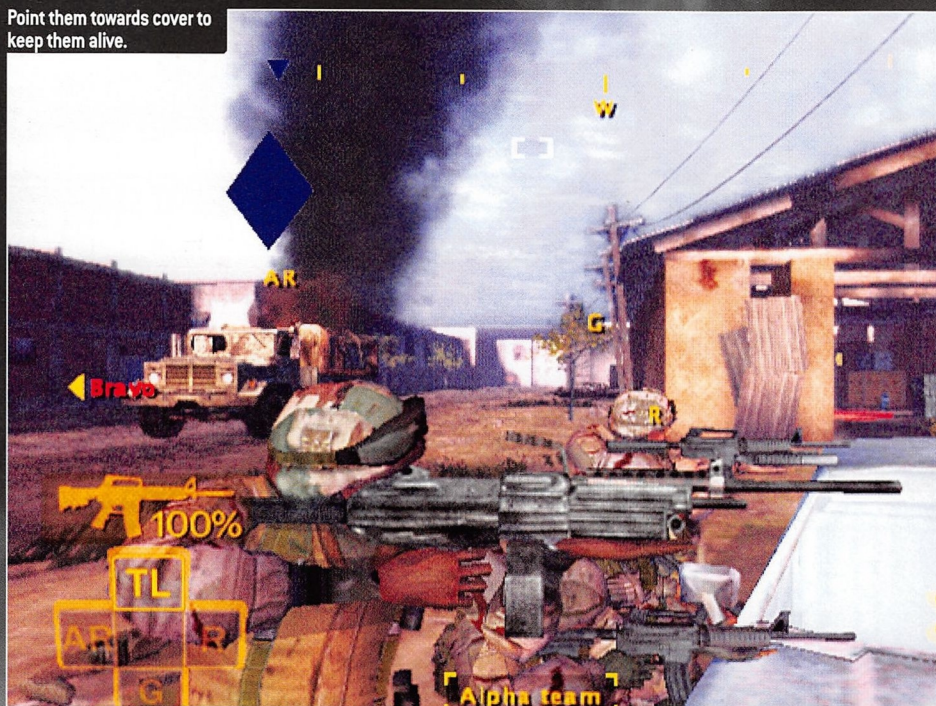
NEED TO KNOW

■ The movie stars *American Psycho* loon Christian Bale as Bruce Wayne.

■ Bale will be the fourth actor to play the caped crusader on the big screen.

■ Katie Holmes of *Dawson's Creek* provides the movie's female interest.

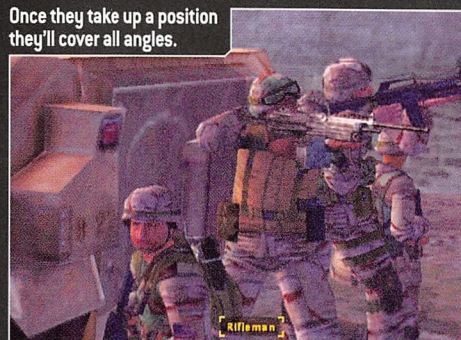
Point them towards cover to keep them alive.



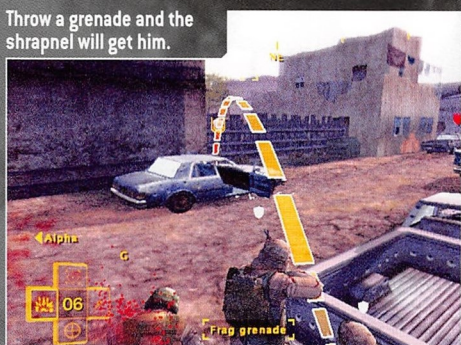
The icon in the bottom right shows the type of cover.



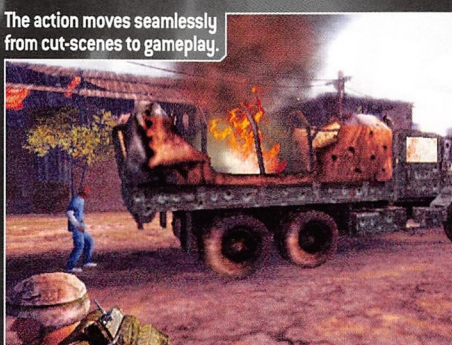
Once they take up a position they'll cover all angles.



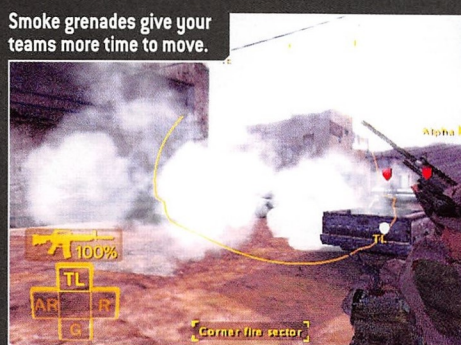
Throw a grenade and the shrapnel will get him.



The action moves seamlessly from cut-scenes to gameplay.



Smoke grenades give your teams more time to move.



FULL SPECTRUM WARRIOR

The 'Xbox-exclusive' squad sim comes to PS2 for a grown-up game of soldiers.

GAME DETAILS

PUBLISHER: THQ
DEVELOPER: MASS MEDIA
OUT: MARCH
PLAYERS: 1-2
ONLINE: YES

It isn't a third-person shooter because you don't squeeze the trigger yourself. And it can't be a real-time strategy game because it isn't anywhere near boring enough. So what kind of game is *Full Spectrum Warrior* then?

Stripped down to its bare essentials, you point where you want your soldiers to go and tell them where to fire. They do all the hard work, you toddle off to make a cup of tea and return to find they've killed every enemy. Job done. By rights it shouldn't be called a game at all, right?

Dead wrong. The tutorial alone takes around 45 minutes to play through, teaching you literally everything there is to know about surviving the Iraq-like urban areas of fictional Zekistan. You'll learn how to co-ordinate your Alpha and Bravo teams, use your ammo efficiently, and above all keep your head out of sight. They're just the basic survival tips, mind.

As the teams' invisible leader you have complete control over the combat zone. The camera remains at ground level from behind either squad to give it that live

news report feel, and you can move it up and down and in any direction. Using the directional-pad switches between the team leader, rifleman, grenadier and automatic rifleman, which is useful if you want one to aim for a specific target.

TAKE A PEEK

What you're able to see is determined by where your teams are positioned, so if you want to look around a corner you'll need to move a soldier there and risk him sticking his head out. You're →

FULL SPECTRUM WARRIOR **FACT!**

THIS IS NOT A DRILL

The game is based on *Full Spectrum Command*, a training simulator designed for the U.S. Army.

TRAINING'S OVER

Completing the game unlocks *Full Spectrum Command*, which plays similarly but without a HUD. Tough.

WAR ON TERROR

The game is set in the fictional city of Zekistan, run by a dictator with terrorist connections.

POWER TO THE PEOPLE

M.O.U.T. stands for Military Operations in Urban Terrain. Urban combat in other words.

GameCube

Xbox

PC

PlayStation 2

Game Boy Advance

SSone

**YOUR GUIDE TO THE
FUTURE OF GAMING
AND BEYOND!**

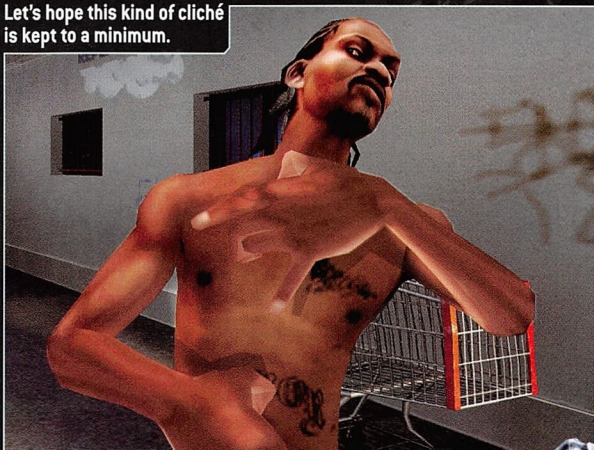
HYPER

AUSTRALIA'S GAMING AUTHORITY

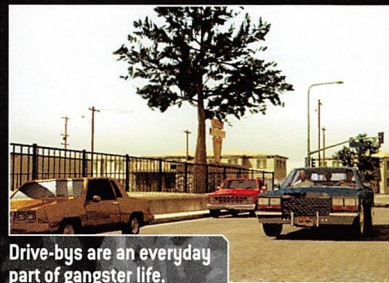
A swollen eye is the least of his troubles at the moment.



Let's hope this kind of cliché is kept to a minimum.



A killer hop-hop soundtrack is an absolute must.



Drive-bys are an everyday part of gangster life.



Identify gangs by the colour of their bandanas.



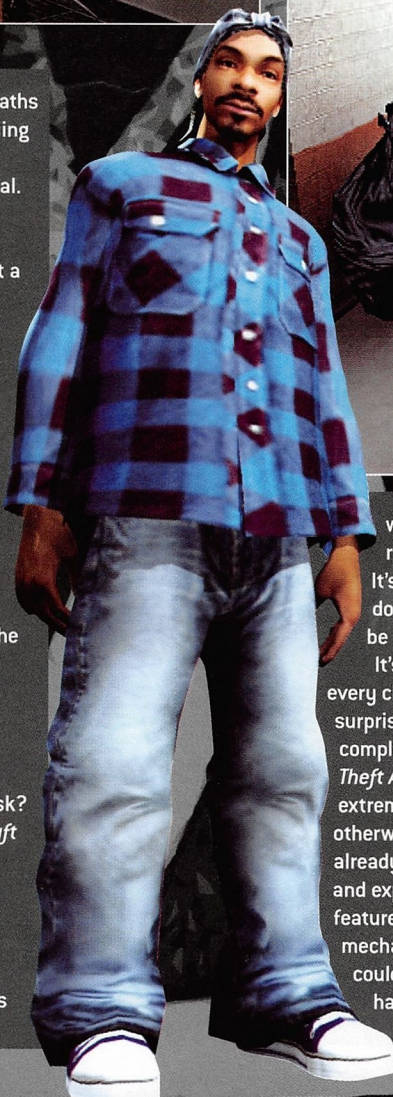
They hold guns at that cool but weird sideways angle.

actually go down different mission paths or alternate endings? Midway is playing its cards very close to its chest, so it could well be something pretty special.

IT'S A STEAL

There's certainly potential here to put a different slant on what could easily become a poor imitation of *Grand Theft Auto: San Andreas*. There's no denying that the hazy gangland setting, cartoony graphics and mixture of driving missions, on-foot shooting and hand-to-hand combat looks very familiar. We've already had one accomplished if derivative pretender in the shape of *True Crime*, and we're not wholly convinced there's any need for another. There's also plenty of competition treading the same water, such as a sequel to *True Crime* and *25 to Life* (see p40).

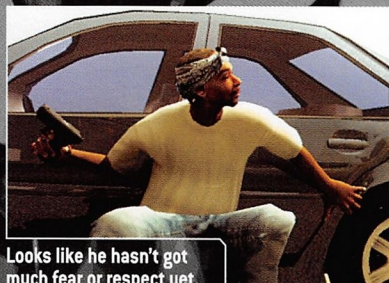
If there's one reason why *Fear & Respect* won't be a by-the-numbers bandwagon jumper, it's the input of John Singleton. Who he, you might ask? Singleton is the writer/director of *Shaft* and, more importantly, *Boyz n the Hood*, which is arguably one of the main inspirations behind the *Grand Theft Auto* series in the first place. Glossing over the fact that he also directed *2 Fast 2 Furious*, Singleton is writing and directing *Fear & Respect*,



which should make for a realistic look at gang warfare. It's a glossy game, but that doesn't mean the violence will be glossed over.

It's early days yet, and there's every chance *Fear & Respect* could surprise us all by going down a completely different route to *Grand Theft Auto: San Andreas*. It's an extremely tough game to live up to otherwise. It looks impressive already, with the character models and expressive faces standout features. If the fear and respect mechanic pays off as we hope, this could well be demanding your hard-earned later this year.

/ JONATHAN TODD



Looks like he hasn't got much fear or respect yet.

PSW OPINION

With the promise of a gritty tone, *Fear & Respect* certainly has our attention, and the John Singleton script means there shouldn't be any glossing over the violence and gang culture.

Wipe the snarl off his face by blowing his arm off.



"I eat because I'm unhappy. And I'm unhappy because I eat."

GAME WARFARE

Don't cross these real-life South Central crews wearing the wrong colour bandana.

CRIPS



The most famous of all gangs, women can be initiated too if they commit a crime or have sex with senior members. Their colours are blue and white.
FEAR OR RESPECT? Fear

BLOODS

Formed as protection against the Crips, the Bloods are smaller in number and use assault weapons. They wear red bandanas or red beads.
FEAR OR RESPECT? Fear



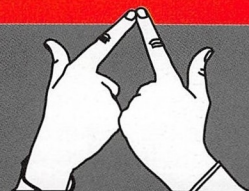
VICELOARDS



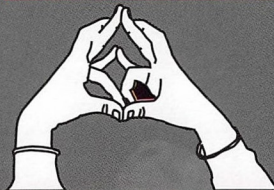
The Vice Lords claim to be a political organisation. Their main rivals are the Gangster Disciples, and their colours yellow and black.
FEAR OR RESPECT? Respect

GANGSTER DISCIPLES

The Gangster Disciples are drug traffickers. Members who don't get involved are often beaten. From Chicago, their colours are blue and black.
FEAR OR RESPECT? Respect

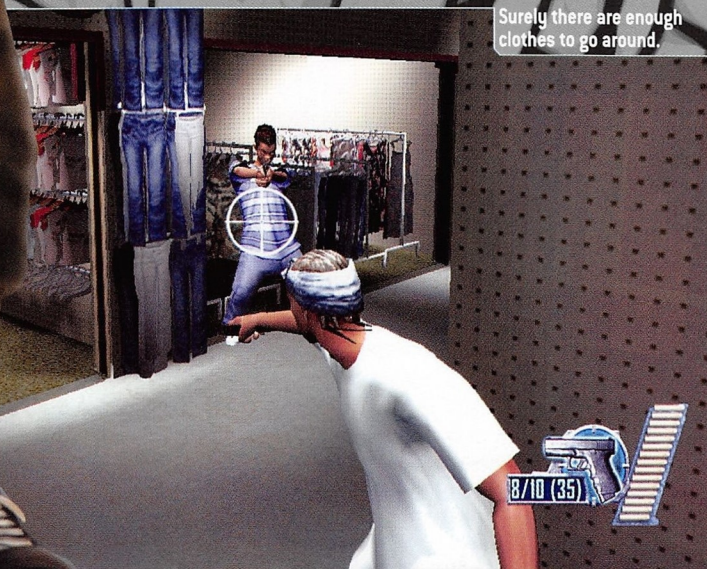


LATIN KINGS



The most organised of all the gangs, they indulge in murder, drug dealing and kidnapping. Members are Puerto Rican and their colours are black and gold.
FEAR OR RESPECT? Fear

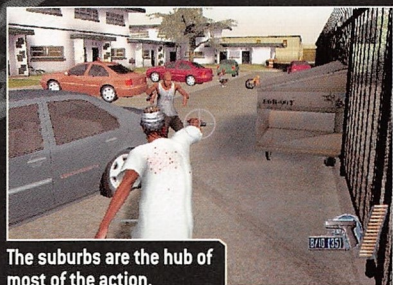
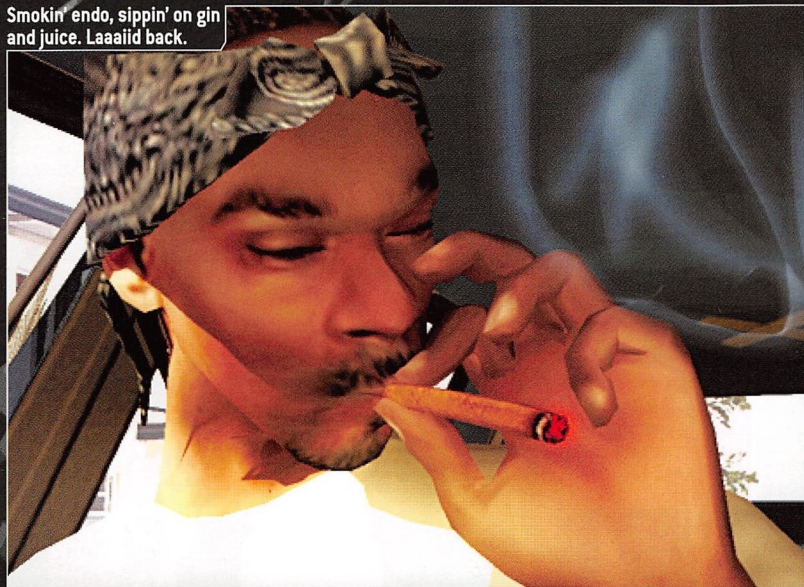
Surely there are enough clothes to go around.



8/10 (35)



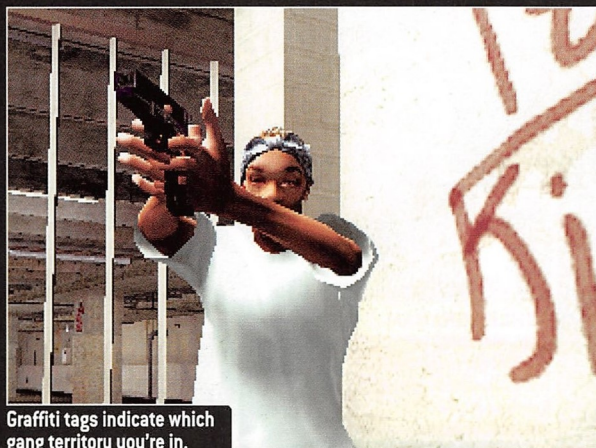
Smokin' endo, sippin' on gin and juice. Laaaiid back.



The suburbs are the hub of most of the action.



Currency is sure to play a part in the game.



Graffiti tags indicate which gang territory you're in.

"Get orf moi land!" Where are the cops in all this?



FEAR & RESPECT

Choices, choices... It ain't easy being a badass mofa gangsta.

GAME DETAILS

PUBLISHER: MIDWAY
DEVELOPER: MIDWAY
OUT: NOVEMBER
PLAYERS: 1
ONLINE: NO

Fear and respect. They're the basic provisos for being successful in any walk of life, be it a teacher or a writer on the best-selling independent PlayStation2 magazine (hello). For gang members, earning the two is quite literally a case of life or death. To survive on the mean streets, the size of your rep is far more important than the size of your manhood. If you don't have a reputation then consider yourself already dead.

It's this harsh reality that *Fear & Respect* is built around. Set during a blistering summer in South Central Los Angeles, home of gang warfare, the crime rate is as high as the temperature. You play an original gangster (in other words you've wasted someone), fresh out of prison and intending to go straight. That wouldn't be much of a game though, so it

isn't long before you're dragged back into the fold and are helping your crew rule the streets once again.

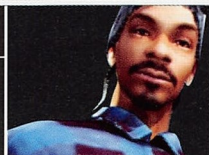
HIGHROLLER

Earning fear and respect is determined by your actions during the course of missions such as armed robberies, open gang warfare and assaults on seedy crack dens. The more violent and immoral you are, the more fear you'll generate within the 'hood. On the flipside, stick to the unwritten code of honour between rival gangs and respect is due, as it were. We'll be heading straight down the fear route then.

Of course, your cause is helped by the fact that the leader of your gang looks and sounds like Snoop Dogg. Yes, the rapper just can't stay away from

PlayStation2 at the moment, this being his third videogame appearance following his cameo in *True Crime: Streets of L.A.* and voice-work in *Def Jam Fight For NY*. Just look at that screenshot of him sucking on a cigarette for proof of his inherent cool. Expect further big name hip-hop signings to provide the characters' voices and some expletive-packed West Coast rhymes to form the soundtrack.

What developer Midway isn't revealing is how fear and respect are gauged and what knock-on effect this has on the outcome of the game. Do other characters form these sentiments towards you through your general play, or will they be determined by specific choices you're forced to make? And does this simply mean characters react more aggressively or co-operatively towards you, or will you



FEAR & RESPECT FACT!

BIG SCREEN BOOTY

Paramount Pictures is making a *Fear & Respect* movie, due out when the game is released.

REP TO UPHOLD

This isn't the only game with rep. Play as a good cop/bad cop in *The Shield* with different consequences.

WHAT'S MY (REAL) NAME?

Snoop Dogg was born Calvin Broadus. Yeah, we'd probably have changed our names too.

PEACE OUT

In 2003, South Central was renamed South Los Angeles in a bid to ease the area's notoriety.

THE VILLAGE PEOPLE

Your guide to *Resident Evil 4*'s main players.

ASHLEY GRAHAM

The President's daughter who's been kidnapped for unknown reasons.

LEON S. KENNEDY

This former rookie cop is now a top secret agent. His mission is to find Ashley.

LUIS SERA

A former cop who teams up with Leon. Essentially a drifter and man of few words.

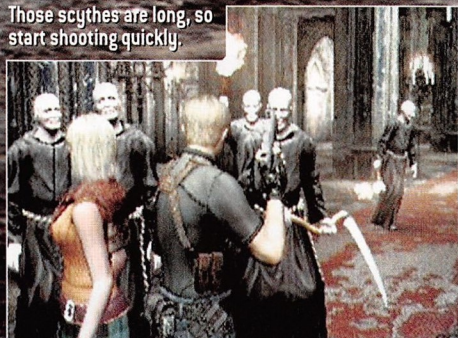
Look through binoculars to spy on the grisly goings-on.



Ashley doesn't even have a weapon. Cripes!



Those scythes are long, so start shooting quickly.



You can pick up some tips from *The Lord of the Rings*.



Pale skin, red eyes... You sure these aren't zombies?



masse when a bell starts ringing). Scythes, axes and pitchforks are their primitive weapons of choice, though there's also a chainsaw-wielding maniac who has a painting of himself in full get-up hanging on the wall of his shack. Disturbing stuff.

TO DIE FOR

Later in the game, more familiar horrors begin to surface. One boss, known as The Giant, is like a bastardised version of the cave troll from *The Lord of the Rings* and tries to crush you with his huge arms. Another, called The Keeper of the Lake, must be harpooned from your speedboat, though if you get knocked overboard you must pound the buttons to swim ashore.

Although most enemies aren't the undead as such, there's a real siege

mentality about the action that recalls classic zombie flicks such as *Night of the Living Dead*. In one of the game's best moments, you're trapped in a two-storey house with villagers breaking in through the windows, smashing down the doors and using ladders to clamber in upstairs.

This is where the new context-sensitive action button comes into play, with an icon appearing on screen whenever you can use something in the environment, manipulate an object or perform a specific move. In this case you can press it to pull furniture to barricade the doors, knock down the ladders, or leap through an open window onto the roof to give yourself some breathing space.

Diversity comes in the form of shapely companion Ashley Graham, the kidnapped President's daughter you were originally

sent to rescue. Fears that she could ruin the game by needing constant babysitting à la *Silent Hill 4* are unfounded. The only time you really need to worry about her is when you take direct control of her since she's unarmed.

So forget the lacklustre *Resident Evil: Outbreak*. This reinvention of the series is just the shotgun blast up the arse that the *Resident Evil* series needs.

/ JONATHAN TODD

PSW

OPINION

With its emphasis on action, grainy graphical style and villagers-under-a-curse storyline, *Resident Evil 4* is looking very special indeed. Thank Christ it's coming to PS2.



One blast should take out most of the robed cultists.



Watch out for man-traps set by the crafty villagers.



The one-eyed village chief is also a priest. And evil.

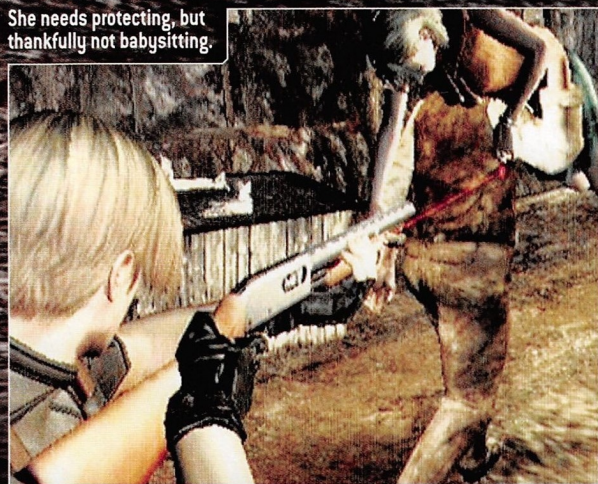
These aren't the shuffling zombies of old. Oh no.



Somehow we don't think that's a rock Leon's hit.



She needs protecting, but thankfully not babysitting.



Those sausage fingers will make mincemeat of Leon.



A rocket launcher in *Resident Evil*? That's new.

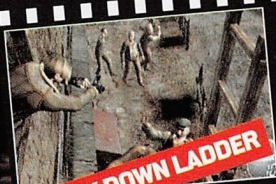
CALLED INTO ACTION

The action button can get you out of some sticky situations.



JUMP IN

No time to shoot the lock off a door? Find a window and press the action button to dive through it.



KNOCK DOWN LADDER

Get rid of unwanted house calls by pushing over the ladders. It's even funnier if a villager is halfway up one.



JUMP OFF

The villagers are smart enough to pursue you onto rooftops, so there's only one way to go if you're trapped.



KICK

If you get knocked down, a swift kick as you get back up can put down several enemies at once.



JUMP OUT

Like the 'jump in' move it looks suicidal, but Leon has an uncanny knack of landing on his feet.



One blast near the face will
take their head off.



PREVIEWS

The complete lowdown on the games we're playing right now.



Throw the harpoon straight down the monster's throat.



The villagers look thrown by the blast. What's going on?



There's not much time to reload before they attack.

RESIDENT EVIL 4

A stunning reinvention of the landmark horror series. Rocket launcher, anyone?

GAME DETAILS

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
OUT: SEPTEMBER
PLAYERS: 1
ONLINE: NO

It's *Resident Evil* alright, but not as we know it. Zombies? Slow and boring has-beens. Cut-scenes that take you out of the action even for simple tasks such as opening doors? Pointless and old-fashioned. Raccoon City infected by a virus? Done to death. Using green herbs to heal yourself? Oh, go on then, you can keep that one.

If *Resident Evil 4* isn't a clean break from the past, it comes damn close. What was once a ponderous survival horror is now a pacy action adventure game, with puzzle-solving relegated to the background by a thirst for splashing the contents of heads across the screen. Put simply, this is the goriest and most combat-driven *Resident Evil* game yet.

And it's largely up to you how gruesome you want each death to be. The new over-the-shoulder aiming system and laser

sighting on the pistol allows you to target specific areas of the body with ease. Shoot an enemy in the leg and they'll hop around in agony. Blast them in the torso and they'll double over in pain, clutching their burst chest. Aim for an area of the face other than the head and they'll grasp that body part while screaming. It's so precise that you can shoot a weapon either out of

He's gonna need a bigger boat. And some barrels.



an enemy's hand or even in midair if it's thrown at you. How good is that?

MMM, BRAINS

It's a pity you can't strafe while shooting though, as being rooted to the spot makes you susceptible to attacks from outside your range of vision. That's right, enemies are now smart enough to creep up behind you and work as a team to surround you instead of falling into a turkey-shoot line like the *Resident Evil* zombies of old.

So if they're not brain-dead zombies, what are they? Capcom isn't giving anything away for fear of spoiling the story, but the villagers are a cross between the redneck hicks of cult hillbilly flick *Deliverance* [sample dialogue: "I kissed my sister"] and the cultist zealots of *The Wicker Man* (in one cut-scene they stop attacking you and retire to a church en

RESIDENT EVIL 4 FACT!

IN OVER HIS HEAD

Leon Kennedy is the cop from *Resi 2*, now a Government agent searching for the President's daughter, Ashley Graham.

VIRUS PROTECTION

The game is set six years after the Government destroyed Raccoon City and the evil Umbrella Corporation.

CHANGE FOR THE BETTER

In 2001 Capcom said that the *Resi Evil* games would be GameCube exclusive. The sound of back-peddling is almost audible.

LET THE INK DRY

Saving your game still relies on typewriters, but there aren't any ribbons limiting saves anymore.

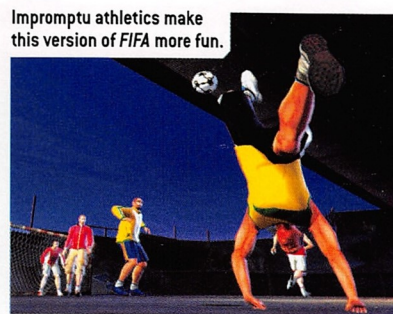


SCREENTEST

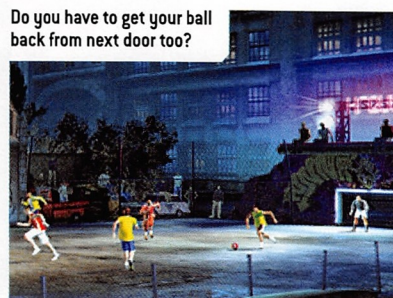
Ronaldinho versus Rooney.
Our money's on the Brazilian.



Impromptu athletics make
this version of FIFA more fun.



Do you have to get your ball
back from next door too?



Pah. They've got boots on.
That's not hardcore, is it?



PUBLISHER: EA DEVELOPER: EA SPORTS OUT: MARCH PLAYERS: 1-8 ONLINE: YES

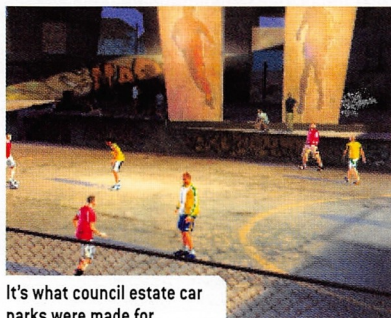
FIFA STREET

EA's newest signing debuts in a car park near you...

They've already done it with basketball and American football, so it was only a matter of time before the beautiful game developed an attitude and went all 'street' on us. That's fine for basketball. And it sort of worked with American football. But we're not entirely convinced by a similar take on soccer. We'll stick with our beloved jumpers for goalposts, thanks all the same.

Without much in the way of rules in *FIFA Street*, the theory is that it'll free us up to express our footballing flare or, in the case of budding Roy Keanes, kick bloody great lumps out of each other without being

handed a red card. *FIFA Street* is a four-aside affair with a much greater emphasis on one-on-one encounters. Now you get to roll out all those showboating tricks you see on *Sports Tonight* every evening to try to outwit your opponent. You'll be able to ball-juggle like Ronaldinho in the legendary Nike ad, flick it about like Henry and twist yourself all about like Cristiano Ronaldo. But what about the English contingent? Beckham's supposed to be showing his face, plus the nation's favourite footballing wonder-monkey Rooney – fresh from his recent appearance in the *Shrek 2* game. Kidding.



It's what council estate car
parks were made for.



Playing footy in a basketball
court – that's mighty odd.



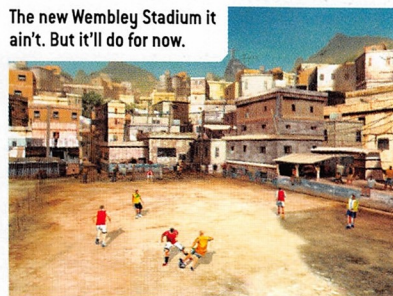
NEED TO KNOW

■ Ronaldo sits in a revolving chair after games to get his bearings back.

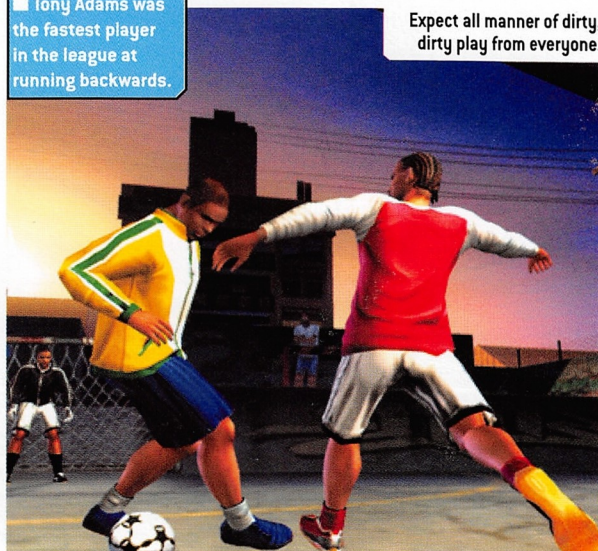
■ David Beckham started practicing free kicks before he could walk.

■ Tony Adams was the fastest player in the league at running backwards.

The new Wembley Stadium it
ain't. But it'll do for now.



Expect all manner of dirty,
dirty play from everyone.



SCREENTEST

Driving about shooting people. Sound familiar?



Besides boats and cars, you also get to pilot these planes.



Some cockroaches getting burned by Montana's fury.

PUBLISHER: VIVENDI DEVELOPER: RADICAL GAMES OUT: SEPTEMBER PLAYERS: 1 ONLINE: NO

SCARFACE

The classic Mafia flick becomes a game.

The first time we saw the chainsaw scene in *Scarface*, we had to go for a little lie down. It was so horrifyingly brutal and bloody, it left a permanent scar on our delicate psyches.

This isn't the first time we've been here. *GTA: Vice City* drew heavily on the *Scarface* story, and even contained a mini mock-up of that famous chainsaw scene. How can any game hope to battle the might of *GTA: Vice City*? Seemingly through imitation.

With such violent source material, it's no great surprise to discover that *Scarface* the game's hugely violent too. There's a lot of shooting people — shooting them on foot, shooting them from cars, shooting them from boats and shooting them from planes. Beyond that, there's also an attempt to get players into lead man Tony Montana's shoes through forging deals, stealing information, smuggling and avoiding the police. How the more intellectual pursuits will transfer into gameplay terms remains to be seen, but we'd be more than happy if we had some strategic sections to break up the relentless shooting. Otherwise it could turn out to be a poor man's *San Andreas*. But with nine months of development still remaining, we're quietly hopeful.



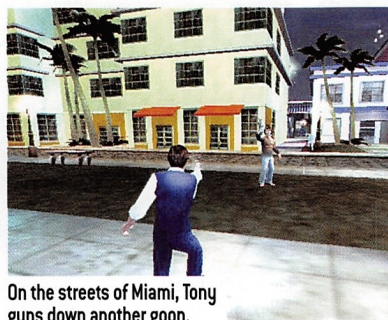
NEED TO KNOW

- Saddam Hussein's money laundering company was called Montana too. Spooky.
- *Scarface* the flick uses the f-word 182 times, a world record at the time of release.
- The writer of the *American History X* film penned the game's storyline.

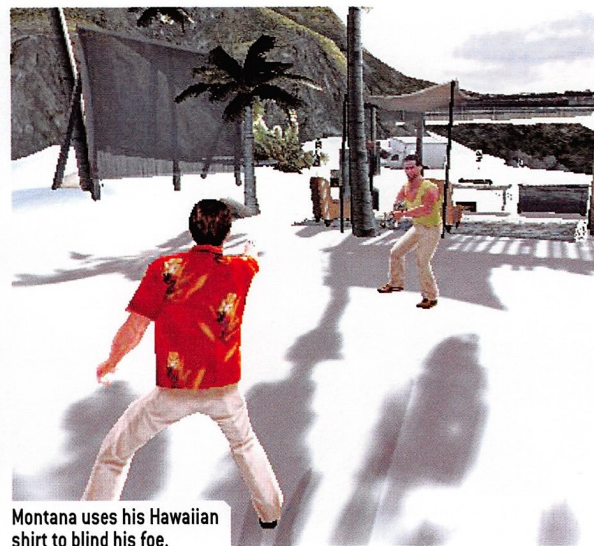
We presume that boat is stuffed full of drugs.



Physically smuggling drugs. Get someone else to do it.



On the streets of Miami, Tony guns down another goon.



Montana uses his Hawaiian shirt to blind his foe.

The animation of the big fella is a bit girly.



What's the weather like up there? We forecast death.



Vicious killing machine, but imagine the dental bills.

PREDATORING FOR BEGINNERS



Eight foot tall and covered in weapons? It's a start.



HAND-TO-HAND COMBAT

Remember, you're massive. You have a spear, a different kind of spear and a huge razor-sharp Frisbee at your command, so smacking up anyone foolish enough to get in your way should be easy.

THERMAL VISION

It doesn't matter if it's dark, or your foes are hiding behind walls like dirty yellow cowards, you can see everyone, everywhere with thermal vision. So take out the lights and it's advantage Predator.

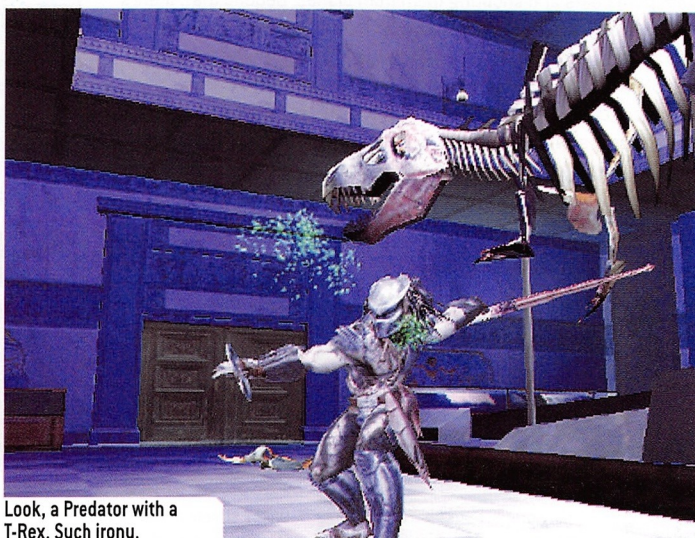
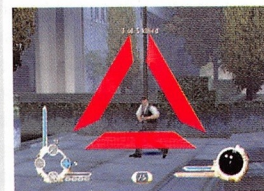


INVISIBILITY

Even if it's light, you can get your own special personal darkness with the cloaking device. It bends light around you, and even though it's not perfect, you're all but invisible to your opponents.

PLASMA CANNON

When all the sneaking about and up-close combat seems a bit too much, just go mental with a plasma cannon. A highly accurate long-range weapon, this will tear enemies apart from huge distances.



Look, a Predator with a T-Rex. Such irony.

SCREENTEST

Explosions, death... all in a day's work for a Predator.



PUBLISHER: VIVENDI DEVELOPER: EUROCOM OUT: MARCH PLAYERS: 1 ONLINE: NO

PREDATOR: CONCRETE JUNGLE

The king of the jungle returns to whack the Mafia.

Predators are really hard beasts. The name gives it away really, but even if they were called 'lambikins', an eight-foot-tall, heavily armed beast with its own nuclear weapon would never be anything but a hard sonofabitch. Being such a person is, of course, great fun and so here we are, casting our eye over *Predator: Concrete Jungle*, where being eight feet tall and having your own nuclear weapon is the name of the game.

In keeping with the current trend for comic book conversions, *Predator* is set in a living city that will run just fine without any interference from you. Naturally



The complex environments are great to run around.

though, interfering through the medium of shooting things and stabbing people will get a response from civilians. The game is set in two distinct time periods, the 1930s and the 2030s, with you, the Predator, taking on a Mafia family with a grudge against the Predator race.

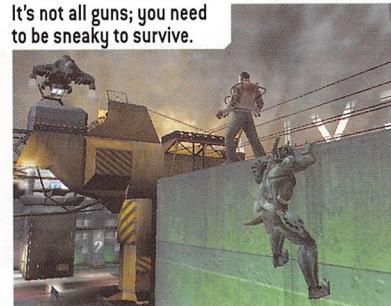
You'll do this by killing people with the full range of traditional *Predator* weapons – combi sticks, spear guns, smart discs and of course, the plasma cannon. You'll also have access to all the other *Predator* gizmos such as invisibility, thermal vision and pheromone tracking as you hunt down your prey. With the freedom to roam along with a story drenched in *Predator* mythology, this should prove to be a big hit with fans of the films, the comic books and eight-foot-tall heavily armed beasts with their own nuclear weapons alike.

In theory it should be great. But we're not entirely sold on the plot, or the way the Predator himself skips around the crowded cities like a big girl. Albeit a bloody big girl from outer space packing a powerful nuclear weapon.

Is he sneaking about or doing some kind of dance?



It's not all guns; you need to be sneaky to survive.



There are tons of buildings to climb in the sprawling city.



NEED TO KNOW

■ The Predator was originally going to be called the Hunter and have one eye.

■ A monkey was used to imitate the Predator in trees, but it was rubbish.

■ The chopper pilot who saves Arnie in the film also played the Predator! FACT!

He's a right moody sort. Pretty skies though.



Trying to deflect a plasma weapon with a stick. Tricky.

PIECING IT TOGETHER

The building blocks of *Lego Star Wars*.

GOODIES

You'll be able to get your hands on a vast range of characters from the films including Qui Gon Jin, Obi Wan Kenobi, Queen Amidala Yoda, Anakin Skywalker and R2-D2.



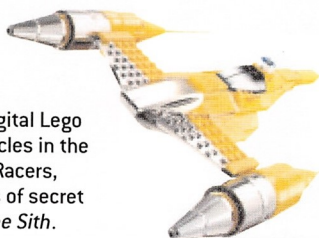
BADDIES

You'll also get to play with the Dark side of the Force with Jango Fett, Darth Maul and Count Dooku among the nasty men usable for your evil pleasure.



VEHICLES

You'll have access to the digital Lego counterparts of all the vehicles in the films. Naboo Fighters, Pod Racers, Speeder Bikes and all kinds of secret vehicles from *Revenge of the Sith*.



It all looks so cute. Bless the ikkle Lego Jedis.

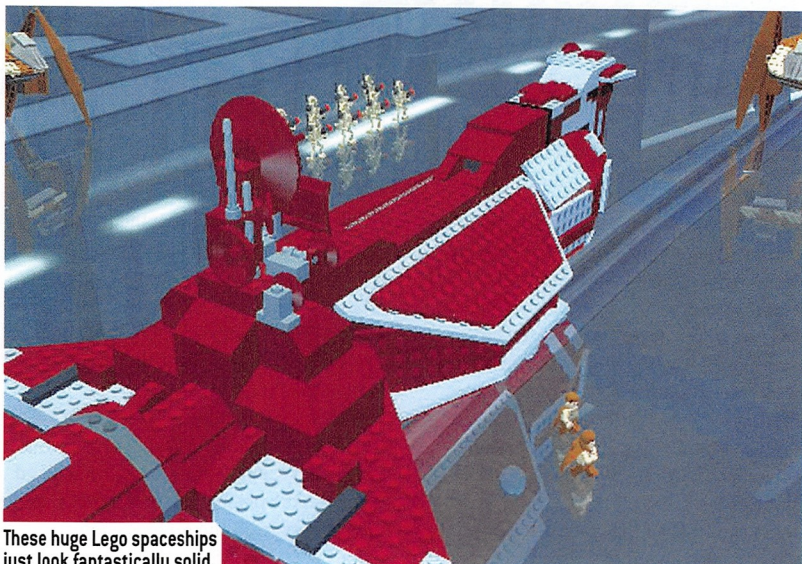
Qui Gon Jin doing some very clever Force things.



Destroy opponents and they explode into Lego blocks.



These are the droids you're looking for. Thanks for that.



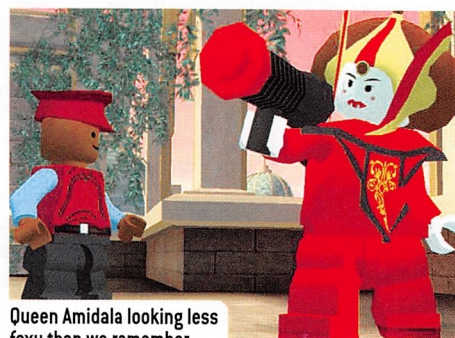
These huge Lego spaceships just look fantastically solid.



It's the world's smallest double-ended lightsaber.



The tiny, plastic Obi Wan Kenobi prepares to kick ass.



Queen Amidala looking less foxy than we remember.

It's their smiling faces that makes the violence so cute.



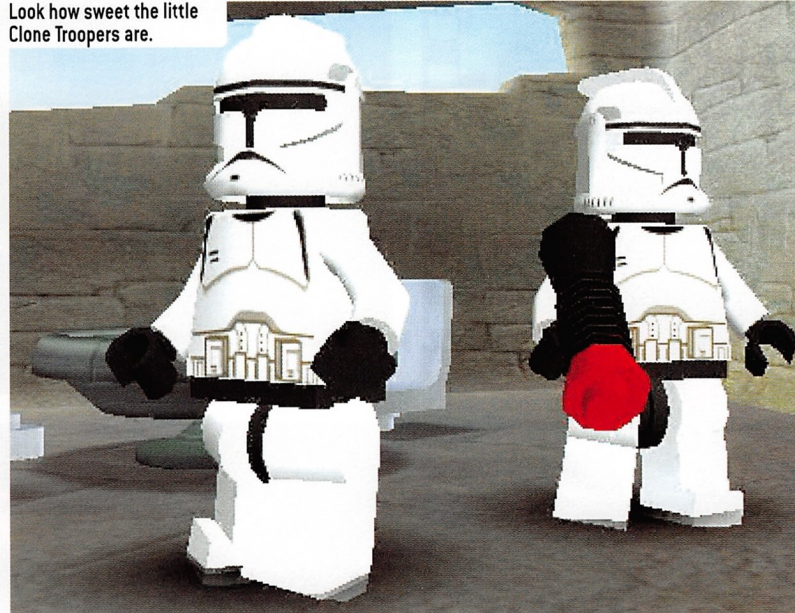
These Lego assembly parts are stunning to behold.



A little Lego beard. We really could just eat him all up.



Look how sweet the little Clone Troopers are.



Oh my word, it's Yoda. He's bigger than we remember.



Qui Gon Jin and lightsaber justice, Lego-style.



A plastic Jango Fett getting ready to kick plastic ass.

PUBLISHER: EIDOS DEVELOPER: TRAVELLER'S TALES OUT: APRIL PLAYERS: 1-2 ONLINE: NO

LEGO STAR WARS

The game of the toy of the film? What next?

It's a *Star Wars* game covering *Episodes I–III*. Except everything's made of little Lego bricks. Cute, yes. But will it appeal to anyone besides hardcore *Star Wars* (and Lego) fans?

The gameplay is sound enough. You have a party of two characters from the films and choose which you wish to control at any point. The two-player co-op mode is central, and with you and a friend taking the places of Obi Wan and Qui Gon Jin at the start of the game, makes perfect sense and plays brilliantly.

Naturally, this being a Lego game, it's possible to rearrange blocks to find solutions to problems. This isn't a totally freeform affair, rather it allows you to create specific objects to help in certain situations. While it would have been great to have full control over your creations, this results in a neat puzzle element and some charming visual touches.

The blocks themselves are hardly the most difficult thing in the world to recreate, but they still take us back to the life-changing switch from Duplo to Lego. The controls are just as simple as assembling blocks of the plastic stuff too, perhaps too simple with only one attack button. Still, with charismatic looks and a clever approach to puzzles, this could really shine.

Charming and different, *Lego Star Wars* is a promising nostalgia exercise at present. We're hoping the developer adds a little depth and expands those simple combat options. We'd hate to see *Star Wars* become a cute adventure for infants.



NEED TO KNOW

■ The most expensive Lego set ever is the Star Destroyer.

■ The *Star Wars* Lego AT-AT is made from a massive 1,064 blocks.

■ See www.rebelscum.com/lego.asp for the record hoard of *Star Wars* Lego.

HOLY BAT CRAP!

A new beginning. And a shameful past. Oh dear.



BATMAN TV SERIES (1966)

An shaky old man with a body like a condom filled with porridge battles to keep cardboard Gotham City free from plastic criminals. The mighty comic book hero is transformed into a pitiful Spandex clown.



BATMAN FOREVER (1995)

In which Batman meets a good man (Robin) and finally settles down. Unfortunately the Kilmer/O'Donnell pairing leaves a permanent shit-stain on the underpants of the Caped Crusader's reputation.



BATMAN & ROBIN (1997)

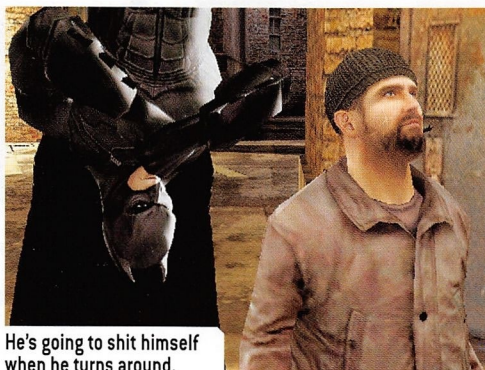
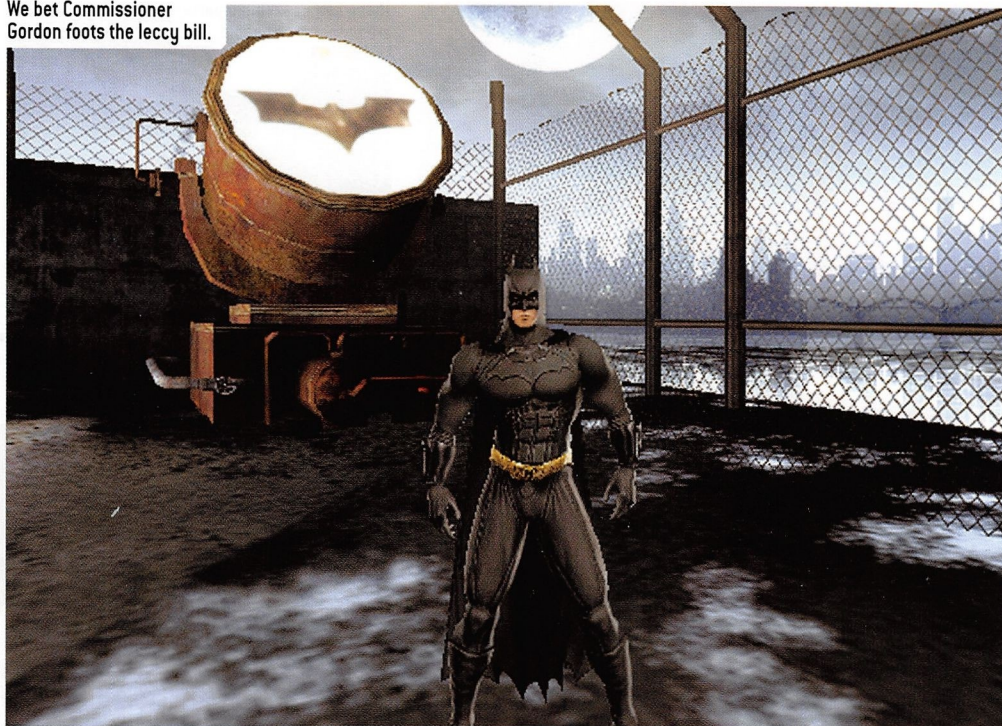
The Dark Knight re-imagined as a pom-pom-toting fancypants. Together with best friend/sex-sponge Robin, the Liberace of crime fighting conspires to nobble Arnie's movie career. Nice one.



BATMAN BEGINS (2005)

Memento director Christopher Nolan is given full permission to raze the piss-smelling Batman legacy to the ground. He duly does so, before building it again from the ground up. Thank Christ for that.

We bet Commissioner Gordon foots the leccy bill.



He's going to shit himself when he turns around.

One of the levels centres on the gloomy Arkham asylum.

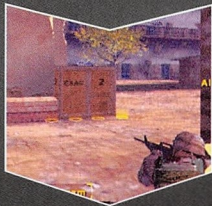


No confirmation yet as to whether you fly or just drop.



FIRING SQUADS

A basic guide to the battlefield action in *Full Spectrum Warrior*.



That huge crate looks sturdy enough to provide cover. Move Alpha team there so the team leader can carefully peer around the corner.



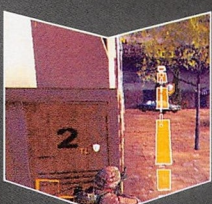
As expected, there's an enemy behind the car. He's well protected for the moment, but there are ways to blow his cover, and him, up.



Have Alpha team pin him down with suppressive fire. You won't hit him, but it gives you the chance to move Bravo team into position.

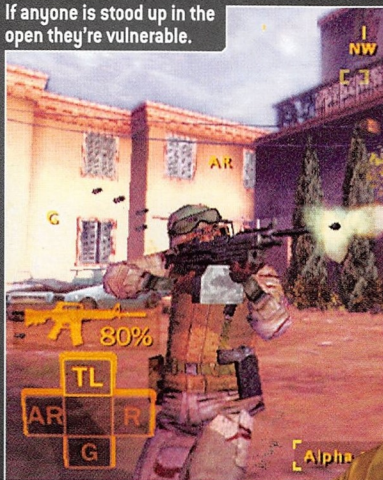


Bravo team's different angle gives him something else to worry about. Now it's their turn to protect Alpha team's movement.

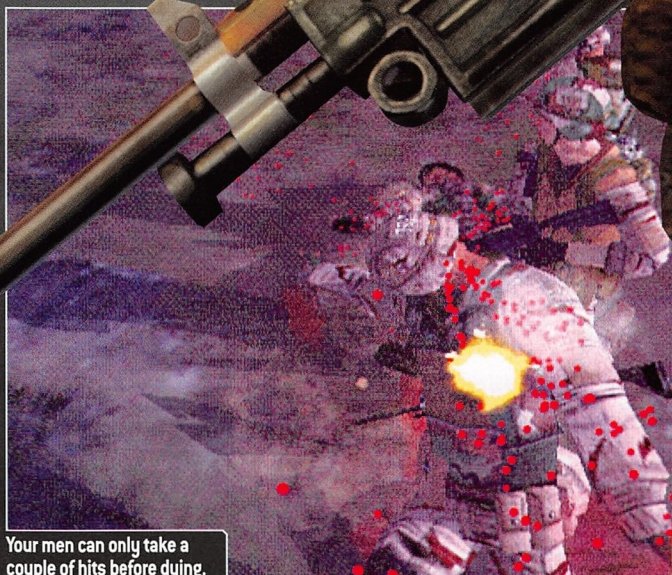


Bravo's suppressive fire gives your Alpha team leader time to lob a frag grenade and blow him to bits. Easy when you know how, eh?

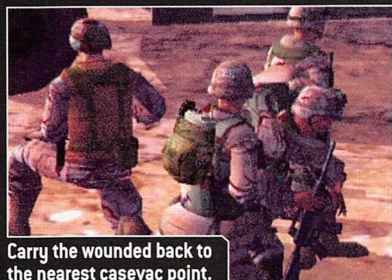
If anyone is stood up in the open they're vulnerable.



He's a bad-ass killing machine.



Your men can only take a couple of hits before dying.

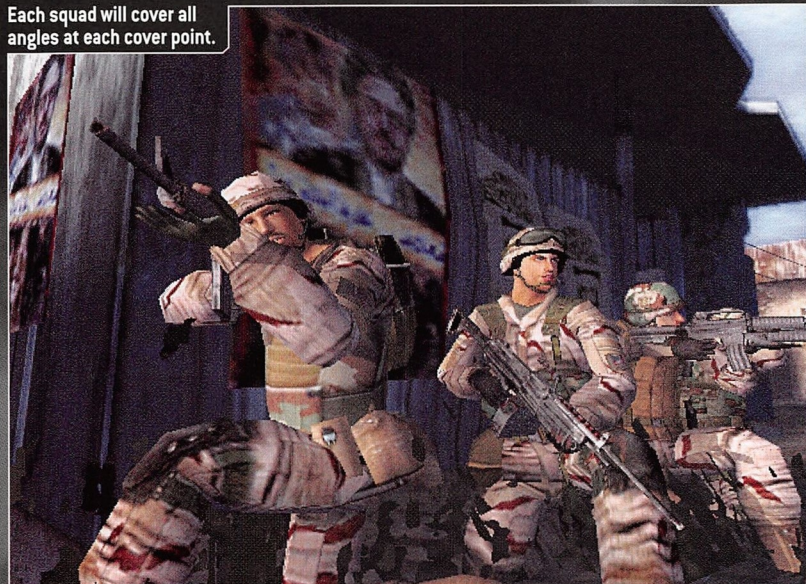


Carry the wounded back to the nearest casevac point.

It's all quiet on the Middle East front, but not for long.



Each squad will cover all angles at each cover point.



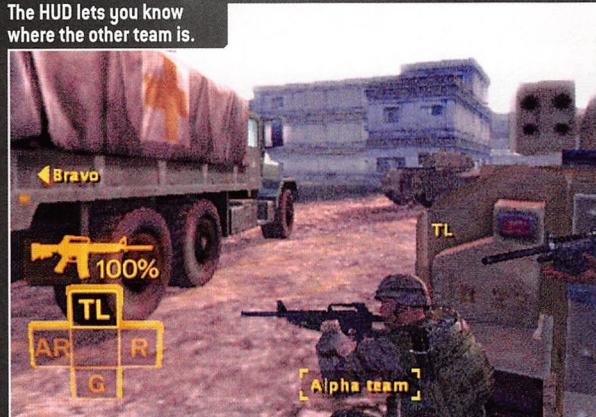
The game is set across only three city blocks.



Your teams will need to work closely together.



The HUD lets you know where the other team is.



Shoot them! Steal their oil! Shoot them some more!



While Bravo goes one way, Alpha flanks from the other.



guided by a cursor that sticks when it moves over a prime piece of cover, and a shield icon that floats above the heads of both your squads and the heads of your enemies indicating how likely they are to get shot. If one of your team does take a bullet, you'll have to order one of your teams to carry him to a casualty evacuation point where they all remain for a short time before rejoining the battle.

Considering you're leading eight soldiers, it's an incredibly intuitive control system that rewards players who take full advantage of its subtleties. Move your teams into the open and they'll be cut to shreds, but have Bravo 'fire for effect' to cover Alpha as it runs to a new position and you'll stand a better chance. When one soldier is stood on a corner trying to pin down an enemy, you can also employ the 'over/under' stance, which has a second soldier crouch below the first to

provide extra firepower. Smoke grenades also conceal a team's movement.

MAKE NO MISTAKE

One of the game's best features is the replay system. Rather than just a way of flaunting your best use of a grenade, you can re-watch your progress from the start of the mission and jump in at any moment if you feel a more effective approach could have been used or a serious mistake was made. The only thing missing is the ability to pause the action and study a scenario from any angle.

Other flaws are carried over from the Xbox version too. There's still a small but significant pause between you giving an order and the soldiers responding. The levels are heavily scripted in terms of enemy placement, which puts a big dent in replay value. There aren't any vehicles and you can't go inside buildings to flush out

enemies firing from within them. And the whole thing sometimes feels more like a series of puzzles than an actual game.

That's being picky though. Everything from the Xbox version is present and correct. We even get an exclusive level not seen on the Xbox or PC, plus the two Epilogue levels previously only available for download via Xbox Live. Want more? The PS2 game supports the two-player co-op mode and the Epilogue levels can also be played cooperatively. Bring it on.

/ JONATHAN TODD

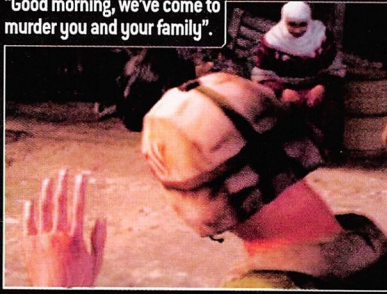
PSW

OPINION

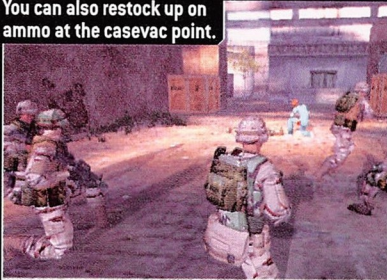
Full Spectrum Warrior is probably the most intense action war game we've ever played. It's a great technical achievement and – importantly – even better than the Xbox version. Yay PS2!

SOLDIER ON These are the four warriors who make up Alpha team.

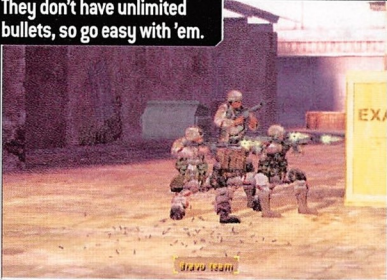
"Good morning, we've come to murder you and your family".



You can also restock up on ammo at the casevac point.



They don't have unlimited bullets, so go easy with 'em.



PVT. ASHER SHEHADI

Role: Second rifleman.
Weapon: M4 rifle.
Least experienced team member, but can give aid to downed soldiers.

CPL. ANDRE DEVEREUX

Role: Automatic rifleman.
Weapon: M249 machine gun.
Provides covering and suppressive fire, and is second-in-command.

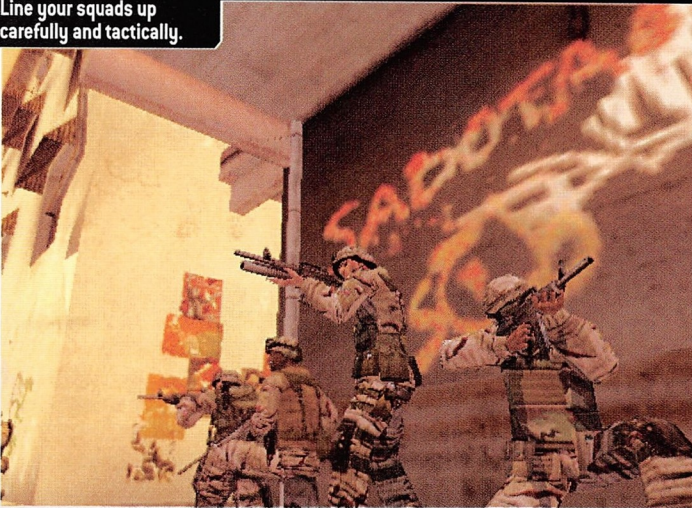
PFC ALEX SILVERMAN

Role: Grenadier.
Weapon: M203 grenade launcher.
Destroys enemy cover and takes out light vehicles.

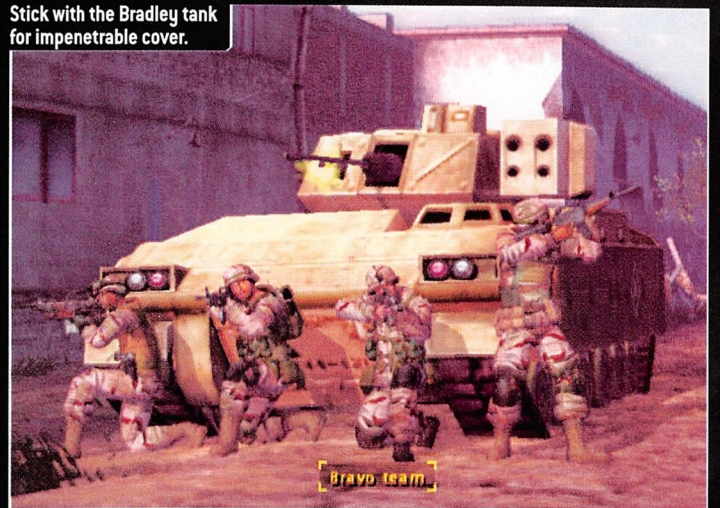
SGT. SANTIAGO MENDEZ

Role: Team leader.
Weapon: M4 rifle.
Relates your orders to the team, checks corners and consults the GPS.

Line your squads up carefully and tactically.



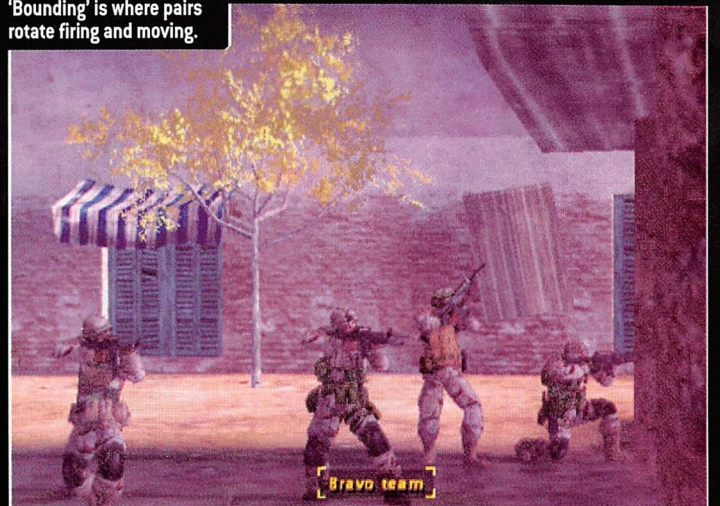
Stick with the Bradley tank for impenetrable cover.



Well you never know. He could be hiding in the roof.



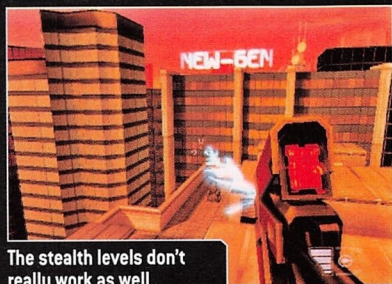
'Bounding' is where pairs rotate firing and moving.



Electrified zombies can zap you. Keep your distance.



The classic machine gun never fails to delight.



The stealth levels don't really work as well.



When you replay this later, you can snipe these guys.



Never mind him, look at that head rolling on the floor!

TIMESPLITTERS: FUTURE PERFECT

Time-travel, monkeys and zombies: it shouldn't work, but it does.

GAME DETAILS

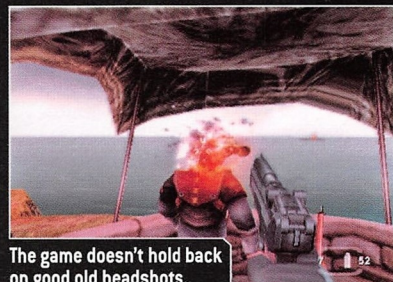
PUBLISHER: EA
DEVELOPER: FREE RADICAL
DESIGN: MARCH
OUT: 1-16
PLAYERS: YES
ONLINE: YES

The *Timesplitters* games are proof that you can get away with just about anything if you have a sense of humour and offer value for money. The suspect single-player campaigns and lack of originality in the first two games were far outweighed by being able to blow the heads off monkeys and a stack of extra modes and

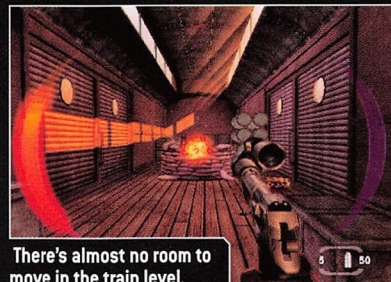
unlockables. There's a solid lesson here for developers: if you want people to love your game, let them either play as a monkey or kill the monkey. Simple.

Timesplitters: Future Perfect is the game that marries the comical monkey-mangling side of things with a satisfying single-player story. The more intricate time-travel

plot involving past and future versions of your character Cortez teaming up works a treat, even if the early blurb about the dangers of creating paradoxes turns out to be utter guff. Whenever another Cortez shows up it's either during a cut-scene or to help defeat a boss; you don't actually get a choice whether to accept his help and thus influence the story in any way.



The game doesn't hold back on good old headshots.



There's almost no room to move in the train level.

GUN AND GUNNER

Despite all the zipping around between time periods, the plot is relatively simple to follow, not least because there's far more expository dialogue than in the comparatively faceless first two games. Naturally this also throws up a few cool moments, such as replaying the opening mission from a different perspective and →

TIMESPLITTERS: FUTURE PERFECT FACT!

TIME TO SPLIT

The game begins in 2401 and ends in 1924, with trips to 1969, 1994, 2052 and 2243 in between.

SHOOTING RANGE

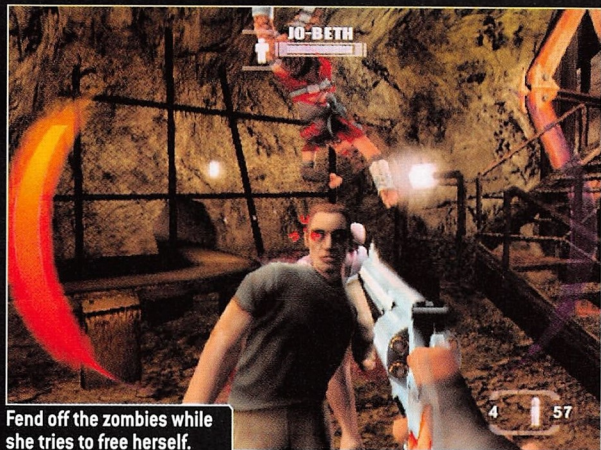
There are 34 weapons available from the start, plus new ones for completing the Challenge mode.

FACE OFF

Including variations of the same character, there are almost 150 playable characters in the game.

BULLSEYE

Challenges include the destructive 'Super Smashing Great', and oddly, 'Cat Driving'.



Fend off the zombies while she tries to free herself.



The new Volvo was boxy, but surprisingly practical.



Gun down the gate or you'll crash spectacularly.

The device is used to solve most of the game's puzzles.



Revel in the zombie level's super-gory nastiness.



But what does he do when he wants to take off his glasses?



You can create a lot of magical comedy moments.



You can't destroy them, so watch out for their bombs.

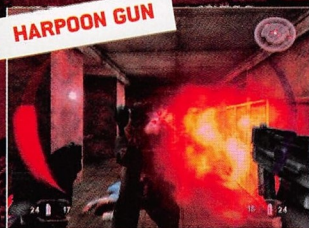


The health bar remains the same as in previous games.

GUNISHMENT

Look! Crazy weapons all over the shop!

HARPOON GUN



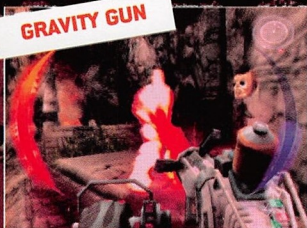
WHAT DOES IT DO?

Fires big, sharpened sticks through people. Feels meaty and very satisfying.

WHY IS IT COOL?

Seeing a zombie shuffling towards you with three harpoons stuck through him is cool/scary.

GRAVITY GUN



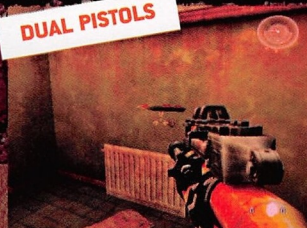
WHAT DOES IT DO?

Picks up and throws all manner of objects and flicks switches otherwise out of reach.

WHY IS IT COOL?

Kill people by chucking explosive barrels at them, and protect yourself with picked-up tables.

DUAL PISTOLS



WHAT DOES IT DO?

It's two guns at the same time for twice the firepower – literally in the case of twin flare guns.

WHY IS IT COOL?

Have you ever seen a John Woo movie? Two guns is twice as cool. That's just simple maths.

catching sight of your past self do the things you've already played through. The 13 levels won't take more than a few hours to complete, but you'll get your money's worth and will want to play again to try different weapons and find the secrets.

WE'LL MEET AGAIN

In every level you're paired with either a version of Cortez or a familiar face from the previous games, though you'll often split up since they take different routes and complete different objectives. Scripted set-pieces force you to protect them, often using a sniper rifle to pick off enemies who have them pinned down, but otherwise these characters don't feel like a burden or need babysitting. Teaming up also suits the use of vehicles, and the artificial intelligence proves very adept at both taking the wheel or manning the gun turret.

Otherwise, the game's run-and-gun style has been left untouched. Enemies aren't particularly smart, but what they lack in brains they make up for in numbers and heavy firepower. Tons of explosive barrels and crates offer plenty of opportunities to

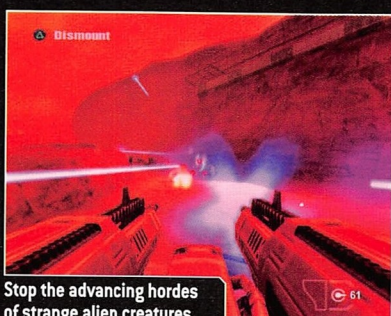
Zombies! Oddly posh looking zombies at that.



The chopper handily clears that path free of boxes.



They'll sometimes kick over furniture to use as cover.



Stop the advancing hordes of strange alien creatures.



Check inside each and every carriage for more enemies.

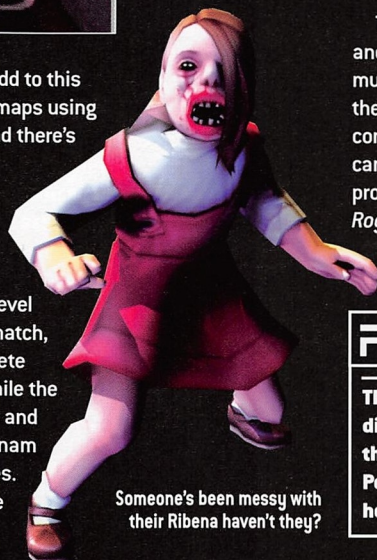
try out the new anti-gravity device too. It's only when *Future Perfect* strays from this formula and tries to become a stealth game in a couple of the later missions set in the future that it's on shaky ground.

LOOK TO THE PAST

Of course, the real reason you'll buy *TimeSplitters: Future Perfect* is for the multiplayer game and the tons of unlockable weapons and characters earned through the Challenge mode. The sequel doesn't disappoint. All the game types from *TimeSplitters 2* return and new maps include Mars Prison, Venice, Temple, Hotel, Vietnam, Subway, Zeppelin, Siberia, Disco, Bunker, VR, Spaceport, Chinese, Mexican

Mission and Training Ground. Add to this any number of player-created maps using the refined map-maker tool, and there's literally infinite replay value.

For all the lack of originality elsewhere in the game, if there's one thing developer Free Radical excels at it's map design. Many are simple split-level oval shapes perfect for deathmatch, such as the Disco arena complete with its flashing dancefloor, while the more complex tunnel networks and mounted machine guns in Vietnam are better suited to team games. There's at least one appropriate map for each game type, too.



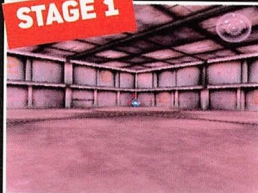
Someone's been messy with their Ribena haven't they?

ON THE MAKE

Create your own levels.



STAGE 1



Start by putting four large square rooms together to make one massive square room. It looks like a big, grey, featureless box, because it is a big, grey, featureless box. For now.

STAGE 2



Then set the theme to haunted house and throw in a few objects to hide behind. Now it looks less like a grey box and more like a big scary room. Well, we were terrified.

STAGE 3

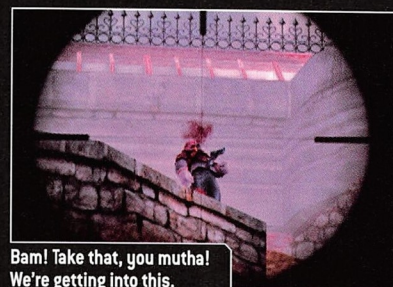


Put in some weapons, in this case a whole bunch of rocket launchers, some spawn points and fiddle with the barricades a bit. Now it's starting to look like a real deathmatch level.

STAGE 4



Alter the lighting to get that haunted ambience and then get your deathmatch on. With all those rocket launchers lying around in such a tiny space, total carnage is a given.



Bam! Take that, you mutha! We're getting into this.

This is exactly what we wanted from another *TimeSplitters* game. A fresh set of multiplayer maps, a few new additions to the weapons roster, the same sublime controls and a beefier single-player campaign. If you hated the pre-programmed slickness of *GoldenEye: Rogue Agent*, prepare to have your faith restored in retro shooters.

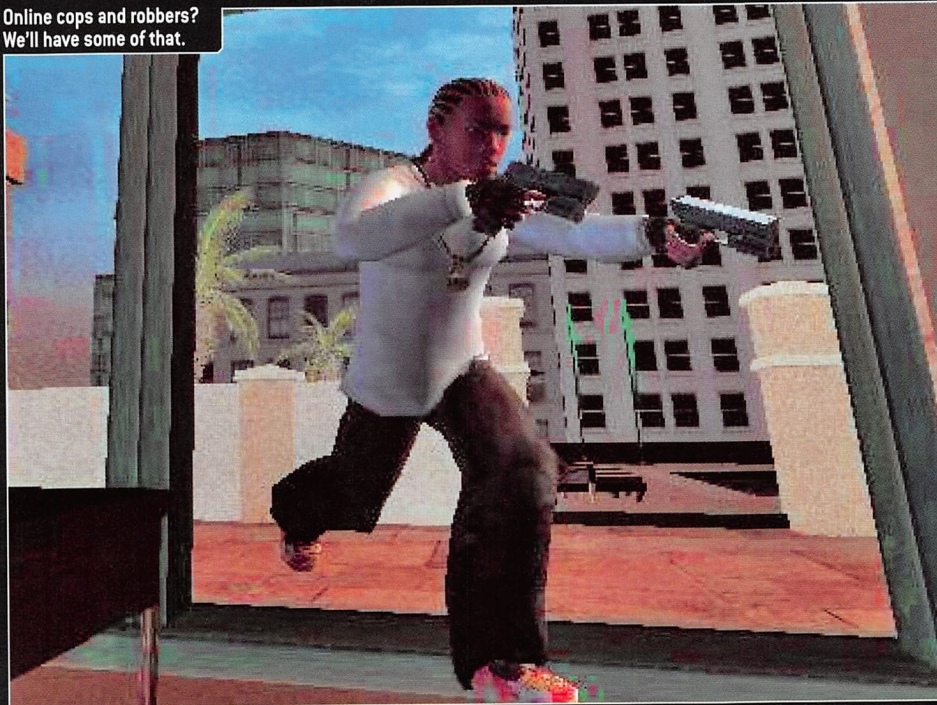
/ JONATHAN TODD

PSW

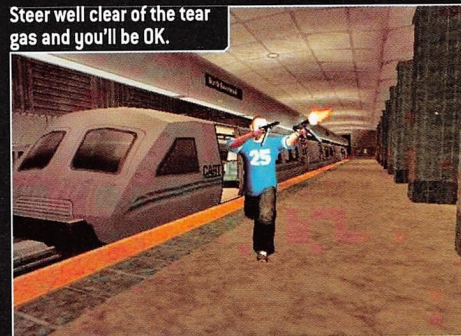
OPINION

The single-player story is a nice diversion, but it's the multiplayer game that makes *TimeSplitters: Future Perfect*. No great gameplay strides here, just quality gaming all the way.

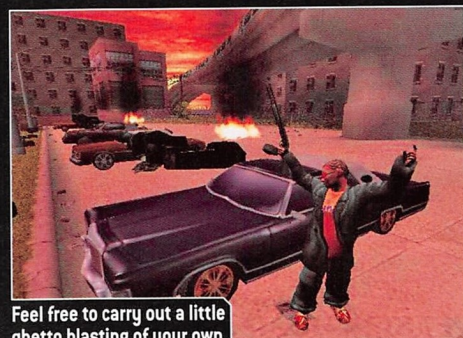
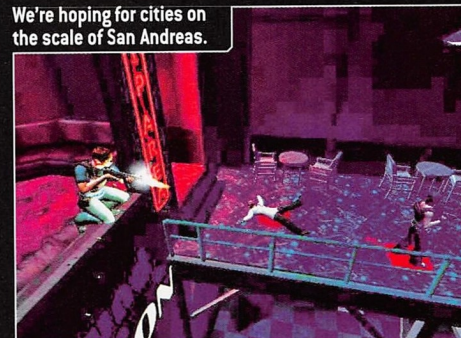
Online cops and robbers? We'll have some of that.



Steer well clear of the tear gas and you'll be OK.



We're hoping for cities on the scale of San Andreas.



Feel free to carry out a little ghetto blasting of your own.

Killing cops is the fastest way to up your notoriety.



Rob banks, then spend the cash on yourself. Lovely.



25 TO LIFE

Yet another gangsta shooter. 'Cept dis one's fo' real.

GAME DETAILS

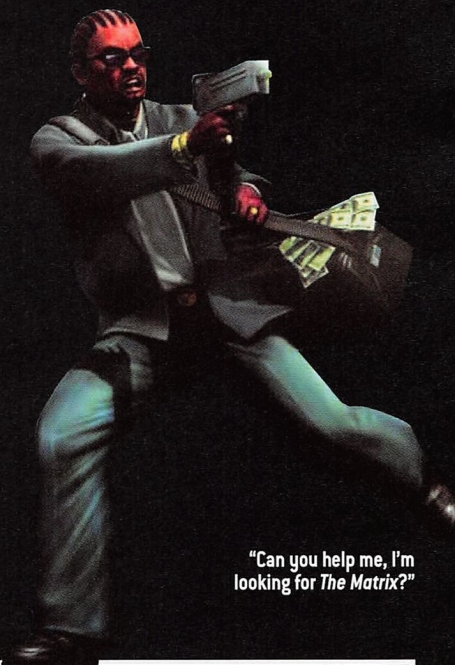
PUBLISHER: EIDOS
DEVELOPER: AVALANCHE SOFTWARE
OUT: APRIL
PLAYERS: 1-16
ONLINE: YES

Tupac's pumpin' out da vibes. Dealers are doing business on the corner. Cop cars are cruising past. Just another day trying to stay alive on the streets – but this ain't San Andreas. This is *25 to Life*, where you get to choose between a life of crime or a life of fighting crime. That's not the only thing that marks this game out as something other than just another *GTA* wannabe. The focus in *25 to Life* is heavily on multiplayer gang wars and shootouts with the cops.

25 to Life recreates a modern urban inner city, replete with everything you'd expect to find in da 'hood. In the single-

player game you can try to rise through the ranks without getting a cap in yo' ass when a deal goes bad, or bust the whole drugs scene wide open as a budding cop. But it's the online potential that's got us excited.

How many times have we seen a cop on TV pegging after some banadana-wearing crim down alleyways, over garden fences and ploughing through sitting rooms while some unsuspecting family's tucking into their pizza? Now you get to recreate all of these ghetto staples from both perspectives. A team of hoods can attempt to rob a bank while a team of cops try to stop them. Cop squads can go on drug



"Can you help me, I'm looking for *The Matrix*?"

25 TO LIFE FACT!

GIVE ME A THUG

Tupac, Ghostface and DMX are just a few of the artists who've been lined up for the soundtrack.

B-BAWLING

Cops can bust hoods with non-lethal force using Tasers and tear gas. If they're in a good mood.

DANGLING THE CARAT

Ace players can unlock unique clothing to display their nine carat gold status online.

TRASH TALKING

25 to Life fully supports the USB headset, which means you're free to cuss rival players.

TOOLS OF THE TRADE

A look at the gear at your disposal.



TASER Zap those buggers who dare to throw rubbish on the floor.



UZI Sounds cool, easily concealed and tons of bullets if your aim's bad.



BAG OF MONEY Fill it up every time you turn a blind eye and walk away.



MOLOTOV COCKTAILS Drink to ease the pain then light up to cause some.



FLAK JACKET With all the lead flying about on American streets this is a must.



BASKETBALL TOP The louder and baggier the better. Don't let it obscure the gold chain.



PHONE BOOK Yellow pages + kidneys = no bruise and a signed confession.



BANDANA Shows gang colours, covers up bad hair days and doubles as a dishcloth.

We sense a Daily Mail campaign coming on.



"Jesus, my arm's caught. Won't somebody help me!"

searches and try to uncover the stash before the dealers sneak it out the back door. And after all that, you can still indulge in some straightforward gangland shootouts where the cops can play it as straight or as corrupt as they want. We'll have a bit of that.

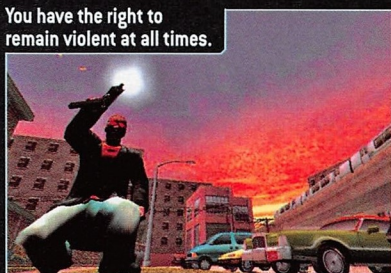
/ MIKEY FOLEY

PSW

OPINION

The gangsta vibe offers a new take on the usual online shooting stuff. With more customisable options than *Star Wars Battlefront*, this could be a hell of a lot of fun when it hits the servers.

You have the right to remain violent at all times.



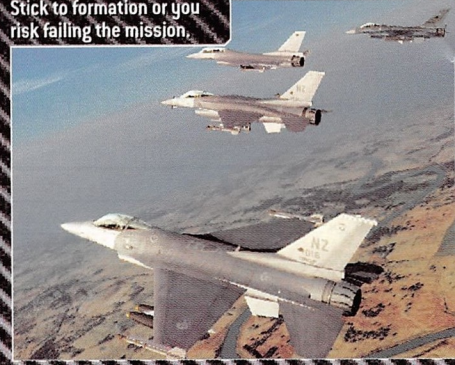
Wingmen cover you when the enemy is on your tail.



You have to prove yourself before taking the lead.



Stick to formation or you risk failing the mission.



Pull off cool manoeuvres to shake enemy missiles.



Watching your altitude is tough on night missions.



ACE COMBAT 5: SQUADRON LEADER

It's not just your neck on the line – you've got a whole squadron now.

GAME DETAILS

PUBLISHER: SONY
DEVELOPER: NAMCO
OUT: FEBRUARY
PLAYERS: 1
ONLINE: NO

If there's one type of game that splits opinion, it's the dreaded flight sim. Those who play them do so with a passion, while those who don't would rather drink their own vomit through a straw. The greatest compliment you can give *Ace Combat 5* is that it might just bridge the divide.

That's largely because it's not really a proper flight sim. At least not if you don't want it to be. Are you one of those players who only wants to shoot down planes? Fine, switch the controls to 'novice' and you remove any worries about bank, yaw or pitch. And if you don't know what these terms mean, then you really should stick to the novice setting. It's for the best.

As with previous *Ace Combat* games, the main campaign is as much about the characters as the battles they're fighting in. Which is just as well, because the samey missions only revolve around destroying targets and protecting targets. Radio chatter fills the skies – occasionally interesting, more often banal – and you can now issue simple commands to your very capable wingmen. Your overall score counts towards unlocking extra planes to buy, while a nice touch is that as your squadron becomes more successful they become more revered by pilots. Away from the campaign there's an arcade mode featuring some tough timed challenges, too.

It's had a lick of paint rather than a complete makeover, which will no doubt delight *Ace Combat* fans. Everything that's great about the series is intact, and if the new features aren't massively influential they're still worthwhile additions.

/ JONATHAN TODD

PSW

OPINION

As good a flight sim as you're ever going to find on PS2. *Ace Combat 5* obviously lacks the depth of the truly hardcore sims you find on PC, but as a straight shoot 'em up, it's a winner.

ACE COMBAT 5 **FACT!**

» TURBULENCE

The game takes place in the skies over the fictitious warring lands of Osea and Yuktobania in 2010.

» ONWARDS AND UPWARDS

The 30 campaign missions cover dogfights, sea and land assaults, and recon and rescue sorties.

» PLANESPOTTERS REJOICE

Over 50 real-world aircraft include the F-14D Tomcat, the F/A 22-A Raptor, and the MIG 31 Foxhound.

» TOP GUNS

Cut-scenes trace the career of your character Blaze, as well as Archer, Chopper and moody Edge.



The level of detail on the ground is much improved.



Replay your greatest scalps from every angle.

ACE-ENDERS

There's more to *Ace Combat 5* than just flying.



TARTS WITH HEARTS

Ace Combat 5 fleshes out the action with a decent story. This is the beautiful young pilot who you spend the whole game chasing.



STUBBLY LOVE RATS

The animation is quite stunning, even if the plot isn't exactly Shakespeare. But what's Simon Cowell doing in here?



MAJOR TRAUMA

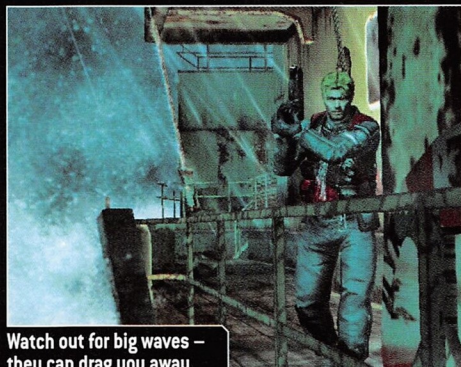
Emotions run wild when your captain is captured. You'll have to get him back by gunning down MiGs. That's the answer to everything.



Plenty of opportunities for macho *Top Gun* moments.



You have to fly dangerously low during land assaults.



Watch out for big waves – they can drag you away.



Shoot them in the head or they'll just get back up again!



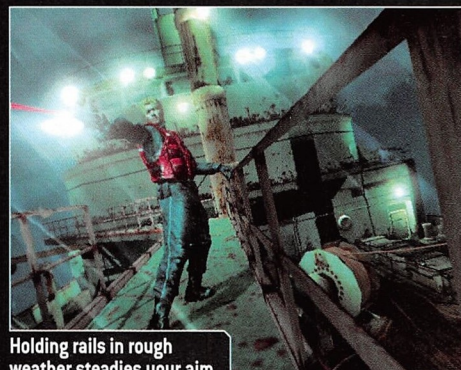
The gore factor is pleasingly high throughout.



Nice weather for it. For shooting zombies, that is.



The zombies are all mutated Russian Navy marines.



Holding rails in rough weather steadies your aim.

COLD FEAR

Survival horror at sea? Who's scared of water now?

GAME DETAILS

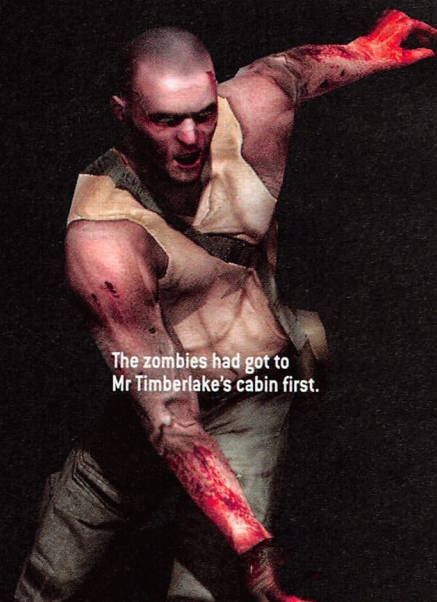
PUBLISHER: UBISOFT
DEVELOPER: DARKWORKS
OUT: MARCH
PLAYERS: 1
ONLINE: NO

Being out at sea in a storm is bad enough, but when you're stuck on board a derelict Russian whaling trawler, floating aimlessly through the middle of the Bering Sea, the last thing you want is for a storm with raindrops the size of breeze blocks to roll in. Then again, this being the opening few minutes of *Cold Fear*, the new ocean-based survival horror game, what else would you expect? Deck tennis and afternoon tea at the Captain's table?

Of course, being set on board a ship, in a storm, on one of the most notoriously

choppy stretches of water in the Northern hemisphere, the first real issue of importance in *Cold Fear* is keeping your balance. But therein lies *Cold Fear*'s genius: never before has a game given us such a genuine sense of actually being there. Battle your way across a deck beset with torrential wind and rain, as wave after giant wave batters you, and you can't help but regurgitate your breakfast as the amazingly realistic ocean rocks you up and down.

So here's the deal: you play Tom Hansen, a US Coastal Guard sent to investigate the



The zombies had got to Mr Timberlake's cabin first.

COLD FEAR FACT!

SEA LEGS

So realistic is *Cold Fear*'s ocean motion that some people said they got seasick playing it.

EMPTY POCKETS

Inventory management is kept to a minimum, leaving you plenty of time to shoot zombies to bits.

KICKING HEADS IN

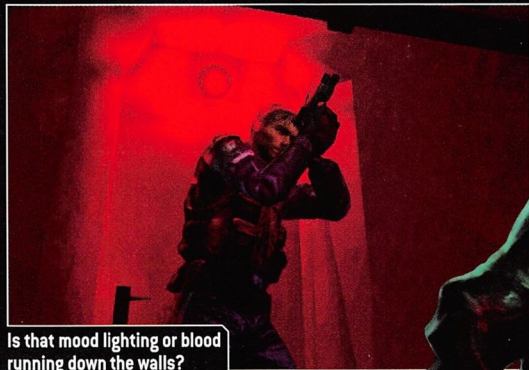
There are loads of ways to kill the zombies. We like stamping on their heads till they explode.

BIG RIG

Escape the trawler and infiltrate an oil rig, the site of experiments responsible for all the mutants.

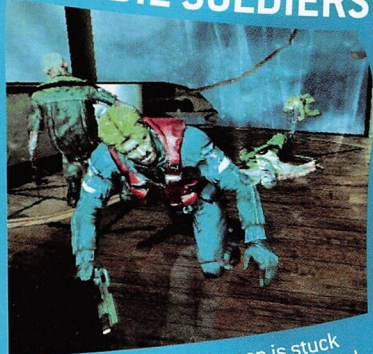


A mutant drops into the propeller shaft. Messy.



Is that mood lighting or blood running down the walls?

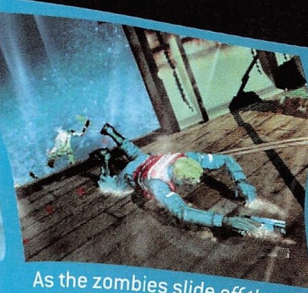
WAVE GOODBYE TO ZOMBIE SOLDIERS



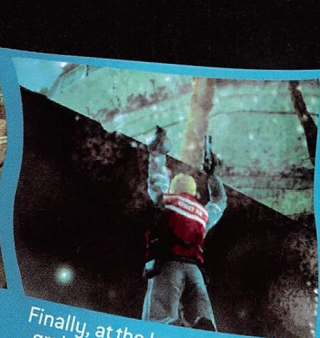
US Coast Guard Tom Hansen is stuck on a boat, in a storm, while surrounded by dozens of Russian zombie soldiers. Things are looking bleak.



As if things aren't bad enough, a giant wave hits the starboard side and sends everybody flying as the boat suddenly tips up at a freakishly steep angle.



As the zombies slide off the edge to their watery doom, Tom tries desperately to cling to the wet, slippery deck.



Finally, at the last second, Tom grabs hold of the edge and saves himself from an early bath. Job done.

unmanned trawler. Only this being a horror game, the moment you set foot on board you're overrun with all manner of flesh-tearing zombies and mutants.

Without going into the long-winded plot mechanics of why (let's just say secret Government genetic research project goes horribly wrong – again), the most important thing to emphasise here is that *Cold Fear* dumps the standard shuffling zombies and obscure puzzle-solving of the *Resi Evil* series for a game focused solely on action. Essentially we're talking the 100mph zombies of *28 Days Later*, running about in an amphetamine haze, while you get busy with the flamethrowers and grenade launchers.

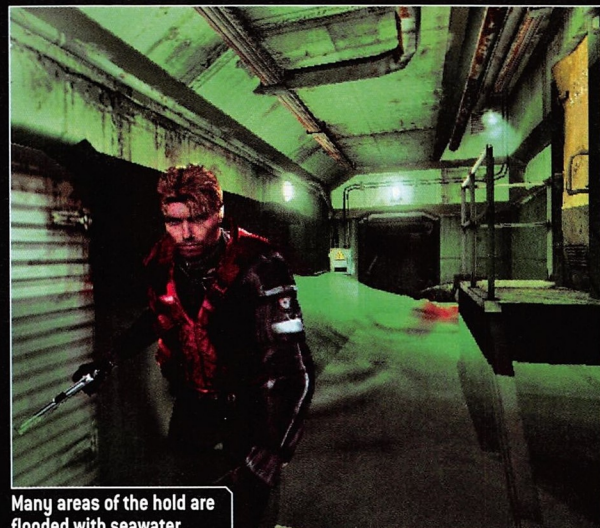
With ammo kept at a premium, much of *Cold Fear*'s fun comes from working out

novel ways to dispose of the enemy. And while it's true this often relies on the old 'shoot the explosive barrel' cliché, nothing beats the exhilaration of hanging on for dear life as a colossal wave sweeps across deck, dragging half a dozen zombies back down into the sea with it. Like the old saying goes, it's not the size of the boat, it's the motion of the ocean.

/ MARK ROBINS

PSW OPINION

The sense of sea-based motion is incredible, turning what could have been a run-of-the-mill horror adventure into a must-play game. The full-throttle, stomach-emptying opening is killer.



Many areas of the hold are flooded with seawater.

"No, he's an alsatian/terrier cross actually. Very sweet."

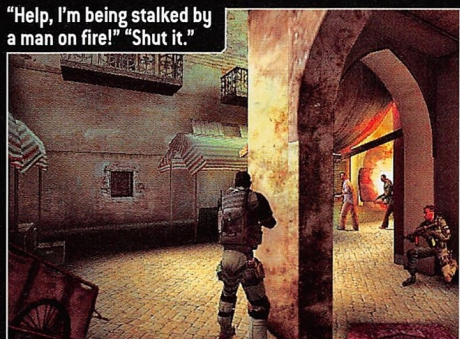


"You were only supposed to blow the bloody doors off!"

Don't wear blue in a damn warzone. Fashion disaster.



"Help, I'm being stalked by a man on fire!" "Shut it."



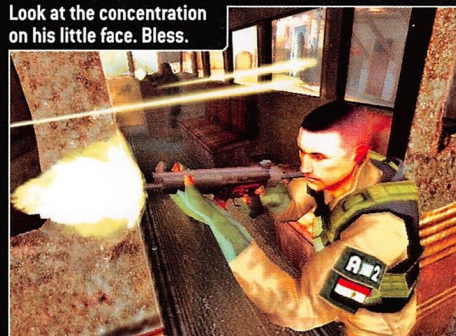
A shootout with some mean, violent hippies.



Man with gun versus a gunship. Very bad odds.



Look at the concentration on his little face. Bless.



RAINBOW SIX LOCKDOWN

Calling all gunmen. Lock and load, Team Rainbow is recruiting again.

GAME DETAILS

PUBLISHER: UBISOFT
DEVELOPER: UBISOFT
OUT: APRIL
PLAYERS: 1-8
ONLINE: YES

Team Rainbow's back and this time it's personal! Despite being the first entry in the *PSW Big Book Of Cliché*, in the case of *Rainbow Six Lockdown*, it's absolutely true. In the third installment of the ever-so-serious Special Ops simulator, you won't be heroically leaping into battle with legions of naughty terrorists, saving blank faced hostages from the clutches of evil. This time the evil will be coming for you and you'll have to fight it on its terms.

For those unfamiliar with the *Rainbow Six* series, think very serious military

shouting, with terrifyingly realistic weapons that deal in one-shot-one-kill and an online game populated by the sort of people who would be in the army if only they weren't so very fat and scared of dying. You're pretty much all the way home.

Rather than giving you a pre-packaged set of professional hard-cases as in the previous game, you get the chance to pick and choose your squad from an international selection of 10 hardened experts in the art of war. You also get the

chance to control not only the remarkably named squad leader Ding Chavez, but also crack sniper, Dieter Weber. Considering the game's insistence on fast accurate aim, giving players a greater sniper role can't help but up the enjoyment.

SOLDIERING ON

A brand new graphical engine is powering Clancy's latest political slaughterthon, with some particularly pretty explosions dotting the landscape, as well as a new rag doll physics engine to make sure that the

RAINBOW SIX LOCKDOWN FACT!

MONEY MAN

Tom Clancy has now sold over 80 million novels, which makes him quite revoltingly rich and clever.

NEW KIT

New gadgets include motion trackers, battering rams, and the MTAR-21 micro assault rifle.

HISTORY LESSON

This is the tenth game in the *Rainbow Six* series. That's an awful lot of dead terrorists.

TEAM PLAYERS

You can recruit experts in demolitions, electronics and recon to be part of your squad.

ACTUAL REAL WAR



Want to make the killing ultra-realistic? *Rainbow Six* is your game.

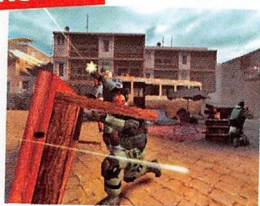
TECHNOLOGY



You get all the real-life gadgets a man could want, providing that man was a violent psychopath, rather than say, a fisherman. Expect a choice of rifles, grenade launchers, image enhancement visors and much more.

IT'S LIKE: *Tomorrow's World* going unexpectedly insane.

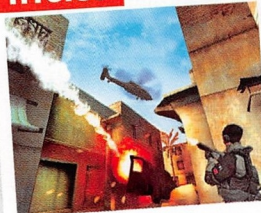
TACTICS



You'll have to show a degree of tactical awareness if you want to survive. This entails flanking, suppression fire, room clearing and our personal favourite, running away and hiding until all the bad men have gone away.

IT'S LIKE: Playing speed chess with live grenades as pieces.

PHYSICS



Explosions and death have never seemed so real. Well, except in real life. The new physics engine will see your destructive needs fulfilled in glorious style, with all manner of bits, pieces and bodies flying about the place.

IT'S LIKE: Throwing matchsticks at a brick doused in petrol.

Mmm. Nice neighbourhood. Some renovation required.



Night sights let you fight 24 hours a day.



limp, lifeless bodies of the dead and dying move with bowel-stirring realism. There's also a concentration on making the already fantastic multiplayer game even better, with a selection of new modes to complement the well-loved Co-operative and Adversarial modes. Rivalry mode lets a team of *Rainbow Six* operatives take on a squad of mercenaries in a tactical deathmatch. We'll have some of that.

Rainbow Six games have always offered a tight, tactical, take on the serious military shooter and this looks likely to continue refining the experience. If it ain't broke, fix it a little bit, but be very careful.

/ MARK SORRELL

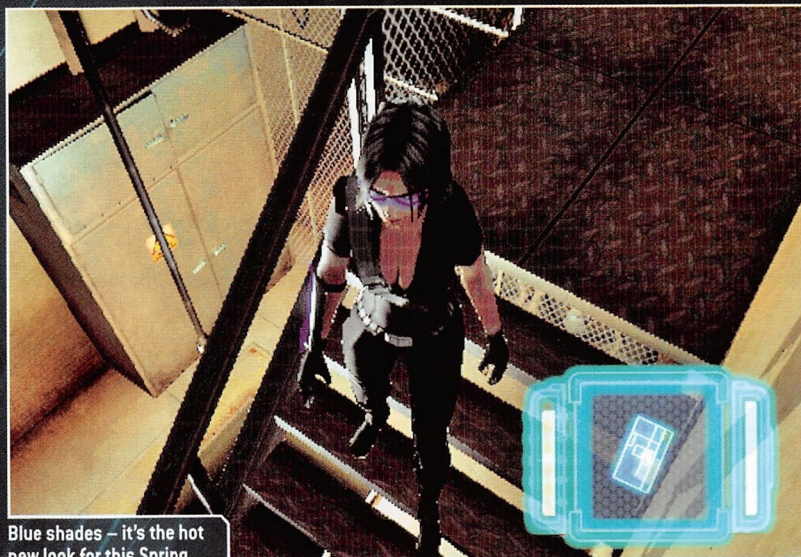
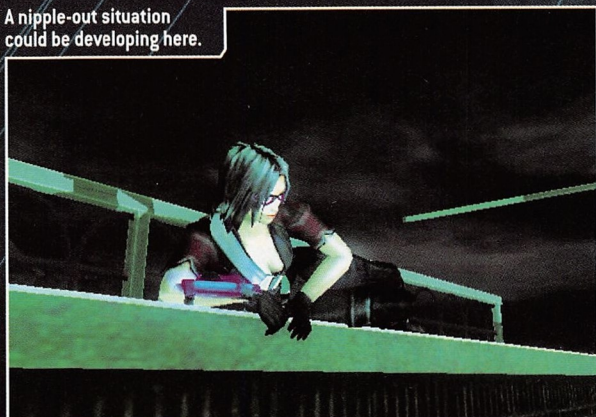
PSW

OPINION

Looks like a steady evolution of a widely respected and polished series. Unlikely to disappoint established fans, but you probably already know if you want to own this.

"Is it cos I is dressed entirely in black?"

A nipple-out situation could be developing here.



Blue shades – it's the hot new look for this Spring.

If you really can't be arsed to wait for the lift...



Is this the face of a bright new future for stealth?



STOLEN

There's nothing more devious than a woman with jewelry in her sights.

GAME DETAILS

PUBLISHER: HIP GAMES
DEVELOPER: BLUE 52
OUT: MARCH
PLAYERS: 1
ONLINE: NO

Gaming seems to go through phases. There was the cute period in the early 90s when blue hedgehogs and Italian plumbers ruled the scene, followed by the breast era courtesy of Ms Croft's ample appendages and millions of shameless imitators thereafter. Currently we're in the midst of a war-torn battleground full of guns, bloodshed and Rambos with soft-soled shoes. What if you were to combine all of these periods into one all powerful, trouser warming gaming behemoth, without the spiky blue hair?

She's silent, deadly, voluptuous and has a penchant for tight clothing. Stand back Sam, keep your hair on Snake and avert those envious eyes Lara, Anya is the future of PS2 action. Well, that's what the makers of *Stolen* would like us to think and having seen Anya in action we have to say that she's not just a pretty face, arse, pair etc.

SHE'S GOTTA HAVE IT

Borrowing heavily from earlier PS2 stealth 'em ups, *Stolen* melds the best bits into a stealthy caper where quick thinking and

even speedier movement will get you a lot further than a smoking gun. Killing people and blazing bullets all over the shop will only make your life a hell of a lot harder. Everything you do has consequences. Bumble into a janitor and he'll blabber to the nearest guard. Alert security and they'll call in back-up. Make a sound and sentries will investigate.

Playing *Stolen* is almost like playing a deviously designed puzzle game wrapped up in a stylishly tense veneer. Steering Anya to success isn't about blasting

STOLEN FACT!

GAME WITHIN A GAME

Lock picking, safe cracking and hacking all take the form of time-pressured mini-games.

SEE THROUGH WALLS

Sonar visors let you see what guards are doing in the next room from the sounds they emit.

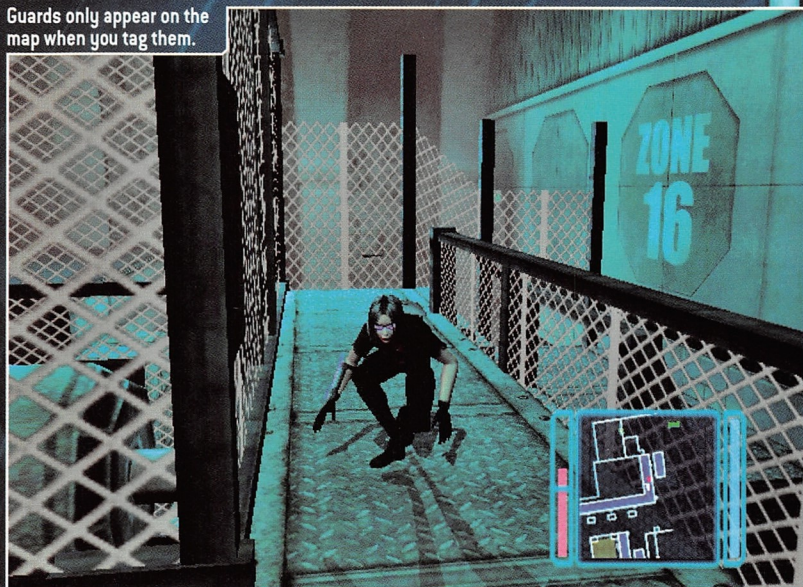
FEMALE FLEXIBILITY

Seen the film *Entrapment*? Then you'll know just what to expect from Anya's fluid movement.

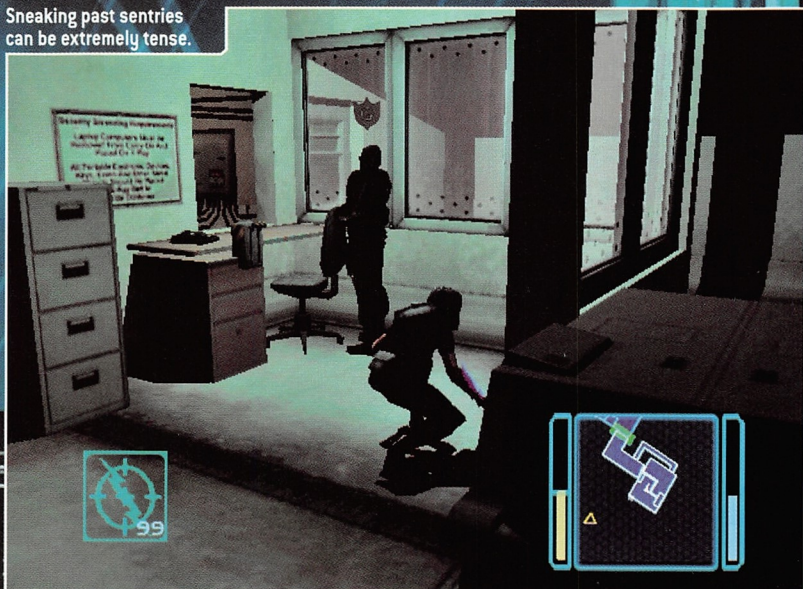
TRACKING CONTROLS

No magical radars here. You must attach tracker darts to guards if you want to see where they go.

Guards only appear on the map when you tag them.



Sneaking past sentries can be extremely tense.



Sneak up and pick their noses. Sorry, pockets.



Good old night vision helps clear things up.

enemies, it's about fashioning a route to freedom, outwitting some incredibly intelligent guards, and revelling in the satisfaction of the perfect heist.

/ MIKEY FOLEY

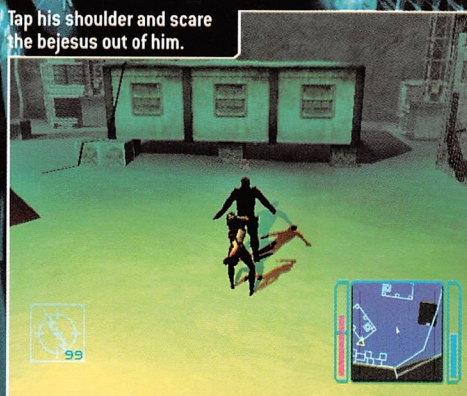
PSW OPINION

This game positively oozes style. It takes everything that Snake and Sam Fisher have done and injects it with a massive dose of innovation. A new lease of life for stealth, maybe?

Work on the new *Splinter Cell* contin... Hang about...



Tap his shoulder and scare the bejesus out of him.

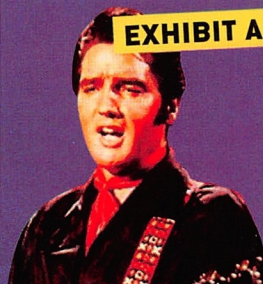


Many guards will fall before those blue eyes.

SMOOTH CRIMINALS

Our top three thieves and the stuff they stole.

EXHIBIT A ELVIS' BLING!



A quick-thinking crook nabbed himself \$325,000 worth of the King's jewellery after busting into the Elvis-A-Rama museum in Las Vegas. Slightly less impressively, he left behind the infamous Blue Suede Shoes, valued at over \$1m.

JESUS!

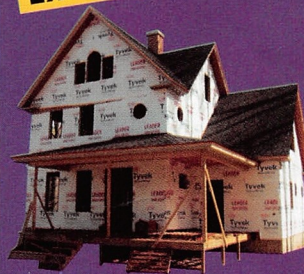
Jesus himself has been stolen from a nativity scene in South Australia. The manager of the brewery responsible for staging the display subsequently offered six cans of beer for His safe return.



EXHIBIT B

EXHIBIT C

AN ENTIRE HOUSE!



A resident of Northern California returned to his lakeside holiday home to discover that the entire structure had been nabbed. Having emptied the joint, thieves then spent two days disassembling it. Nice!



MEDAL OF HONOR: DOGS OF WAR

Medal of Honor is back on PS2 with a vengeance. This time it's war!

As much as we love *Medal of Honor*, there's a nagging feeling that the series might have had its day. Some of the once jaw-dropping scripted sequences are now becoming predictable rehashes, and the lone wolf style of the missions looks a bit silly compared to the recent flurry of more realistic squad-based shooters. If ever a rethink was needed, *Dogs of War* is now that time.

After the major blip that was *Medal of Honor: Rising Sun*, the series now returns to the more traditional Nazi-nobbling European theatre of 1942. Speaking exclusively to *PSW*, executive producer Dan Winters describes that period as "the philosophical heart of the series," and historically, it was a time when the Nazis ruled virtually all of Europe. Many territories were either annexed or under

German military control, with Hitler determined to implement a New Order.

SPY GAMES

Step forward William Holt, an American lieutenant in the newly formed Office of Strategic Services, sent on a special top secret mission by founder William 'Wild Bill' Donovan. The OSS was the forerunner to the CIA, specialising in sabotage, espionage and gathering intelligence about countries at war with the US. Naturally this leads you into participating in four crucial battles that helped turn the tide of war in Europe's favour.

The OSS angle suggests that, like previous *Medal of Honor* games, you'll be taking on the Nazi war machine single-handedly – a ludicrous notion that *Call of Duty: Finest Hour* and the forthcoming →

GAME DETAILS

PUBLISHER:	EA
DEVELOPER:	EA
OUT:	APRIL
PLAYERS:	1-8
ONLINE:	YES



As ever, the big set pieces are truly spectacular.



COVER GAME

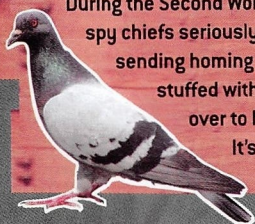


UNLEASH THE BEASTS

Why stop at dogs when you can send other animals into battle?

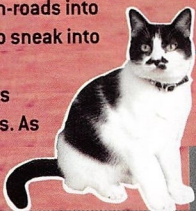
EXPLODING PIGEONS

During the Second World War, British spy chiefs seriously considered sending homing pigeons stuffed with explosives over to Nazi hot spots. It's fine, they're vermin.



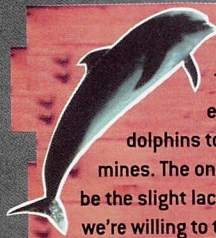
NUCLEAR CATS

Allied forces made in-roads into teaching cats how to sneak into enemy bases, then detonate the devices strapped to their bits. As cat-haters, we like this one.



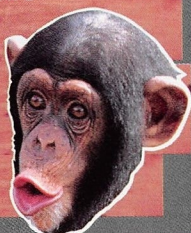
MINE-SNIFFING DOLPHINS

The US military employs thousands of dolphins to sniff out aquatic mines. The only problem here might be the slight lack of water. It's a risk we're willing to take.

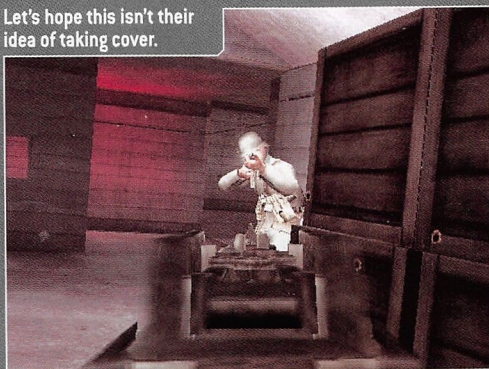


BULLET-CHEWING CHIMPS

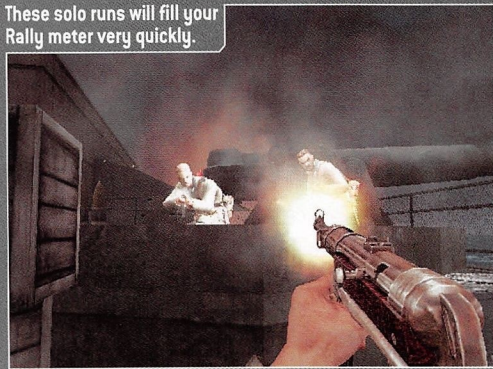
We reckon a monkey in a helmet would make the perfect diversion — send it in first to take all the bullets. Monkey see, monkey die.



Let's hope this isn't their idea of taking cover.



These solo runs will fill your Rally meter very quickly.



→ *Brothers in Arms* have deliberately moved away from. That's definitely not the case, says Winters: "War is not a lone wolf affair. As we broadened the scope of the player's activities from smaller clandestine battles to massive assaults, we needed to broaden the forces that the player can bring to bear. In some cases, this will be Allied soldiers fighting alongside, but not with, Lt Holt. In other cases, however, he will have a squad with him that will follow his orders."

THE FRONT LINE

So although the game isn't centred on squad control, it's up to you if you want to guide team-mates more directly. They'll automatically provide covering fire and carry out other basic tactical actions, while at the same time responding to orders such as 'advance', 'fall back' or 'flank left'. Your leadership won't actually be crucial to either your survival or theirs, but it's nice to be finally given the option to have *some* influence. At the very least,

the larger-scale assaults featuring scores of Allied troops give the game more of an epic wartime feel.

It wouldn't be a *Medal of Honor* game without a ton of scripted sequences in every level. *Dogs of War* will have its fair share, though according to Winters they won't be at the expense of player choice and replay value. Like the rest of us, he views the previous games as thrilling yet ultimately linear rollercoaster rides: "The new game is an entire theme park filled with rides. Our goal is to deliver the *Medal of Honor* standard of emotional intensity while allowing the player to choose his path through the game."

IN GOOD COMPANY

As such there'll be branching paths during a level, and more tantalisingly you can switch roles from mission to mission. Fighting as part of a team of snipers, an infantry squad or a heavy artillery force are just three of the different approaches available. Furthermore, objective briefings

HONOR AMONG MEN

We line up *Medal of Honor: Dogs of War* and *Brothers in Arms*, then hand out the medals.



SQUADS

You can now give basic orders in *Dogs of War*, but since your team-mates can do their own thing anyway, it's unclear how effective these orders are. In *Brothers in Arms* it's as simple as pointing and clicking where you want them to go.



MISSIONS

Dogs of War's missions are more run-and-gun than overtly tactical. There are larger-scale assaults and fewer lone wolf-style raids than before, which can only be a good thing. We'll take these over *Brothers in Arms*' slower-paced missions every time.



REALISM

Weapon behaviour, weapon sounds and uniforms are as authentic as they could be in *Dogs of War*, plus the storyline is based on historical campaigns and assaults. *Brothers in Arms* is just as accurate, in places overly so. No one likes a know-all.



MULTIPLAYER

A new objective-based mode in addition to deathmatch and team deathmatch should keep *Dogs of War* players busy long after completing the single-player game. *Brothers in Arms*' brilliant Squad mode is loads better though. Trust us.



They'll watch your back if you watch theirs.



Killing a team-mate won't be counted as a heroic act.



"The large-scale assaults featuring scores of Allied troops give the game more of an epic wartime feel."

in each mission are now graded by difficulty, so optional secondary tasks take on extra significance the more dangerous they are.

As with previous *Medal of Honor* games, missions are largely drawn from overlooked real-life assaults. For example, a level called *Raid on St Nazaire* consists of a 600-man mission to ram a destroyer packed with explosives into a German-occupied French dock while commandos landed to destroy the machinery. It was hoped this would prevent a sister battleship of the dreaded *Bismarck* from →

This level isn't short of crates to hide behind.





Hiding behind crates is so passé these days.



How did he not notice you crawling towards him?

HEAD IN THE DOCK

The St. Nazaire mission through the eyes of an infantry grunt.



You must destroy those anti-aircraft guns, but first you've got to cross the dock. Not an easy task.



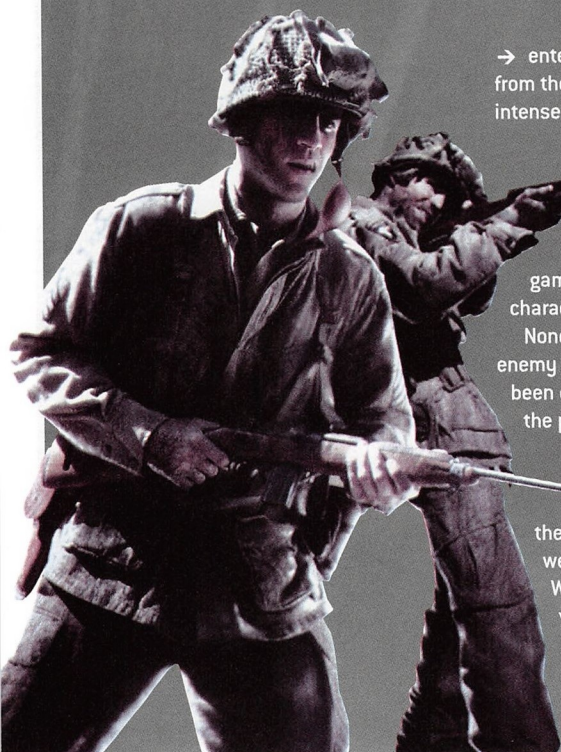
We're hoping there'll be more occasions where you lead instead of following others.



Team-mates are smart enough to take cover and peer around corners automatically. The buggers.



Not just one gun, but a whole series to knock out. And they're well defended too. Yikes.



→ entering the Atlantic. As you can see from the screenshots, you'll join the intense assault on dry land with other Allied soldiers. The story fits into the existing *Medal of Honor* narrative; you'll be able to recognise names from previous games and even see former playable characters in an entirely new light. None of this will matter if the poor enemy AI that plagued *Rising Sun* hasn't been completely redone. Remember how the poor Japs did nothing more cunning than run straight at you with their bayonets raised? Or how they'd leave part of their torsos sticking out when they were supposed to be behind cover? We'll have none of that, thank you very much.

The sluggish controls that also came in for plenty of criticism have been overhauled, particularly when

it comes to the weapons. Every one of the 35 weapons has been rebuilt from the ground up, and you now line up shots using the physical sights on the weapon itself. Hopefully this more precise aiming will rid the game of those times in the past when a seemingly pinpoint shot somehow missed. There are also a few new weapons, which Winters wouldn't divulge for fear they'd "reveal a little bit too much about the plot." Now there's intrigue for you.

RALLYING CALL

Less promising is the inclusion of Rally mode and Nemesis Cards. Rally mode is an unbeatable attack that you unleash by filling up a meter through skilful play. Nemesis Cards are 36 tactical deployment cards earned for killing SS bosses. Both features sound like they belong in another game entirely – not a series that prides itself on realism and authenticity.

Building on *Rising Sun*'s surprisingly decent if basic multiplayer mode, *Dogs of*

That's the diversion you need to make a break for it.



War includes the obligatory deathmatch, team deathmatch and tug-of-war games. There's also an objective-based mode only available in multiplayer that features different levels and goals to the single-player game. There are nine new games in total, and nine maps unique to multiplayer. More support from EA in terms of clan, ladder and ranking systems, as well as lobbies and chat rooms would give the online mode even more weight.

It'd be easy to dismiss *Dogs of War* as just another *Medal of Honor* game, when it seems to be going down a slightly different route to what we've come to expect. Scripted events are still very much in force, but overall this isn't anywhere near as linear and predictable as *Rising Sun*. Let loose the *Dogs of War*!

/ JONATHAN TODD

PSW

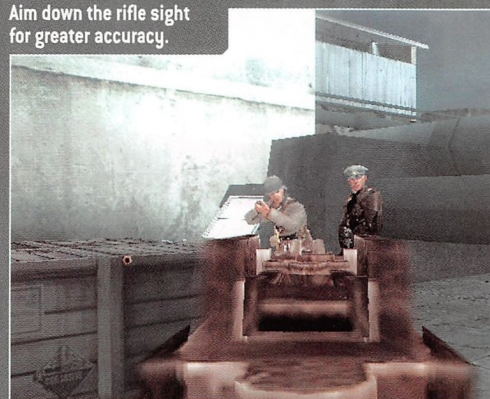
OPINION

Everything we've seen so far looks quality. One thing we can guarantee is that it's much better than *Rising Sun*. An interesting head-to-head looms between this and *Brothers in Arms*.



Everyone has that worthy look of grim determination.

Aim down the rifle sight for greater accuracy.



MEDAL OF HONOR

BATTLE PLAN

BAKER

DIFFICULTY

VETERAN

120

4

90

5

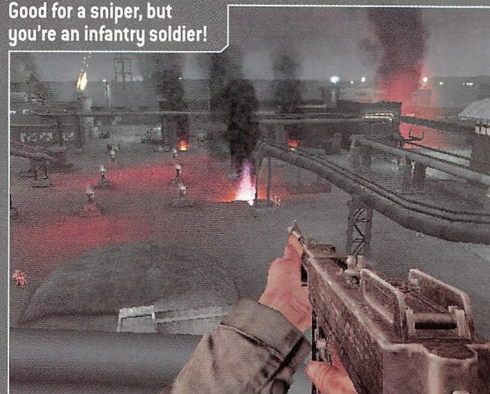
MOVE

START GAME

BACK

Change your squad and you alter your objectives.

Good for a sniper, but you're an infantry soldier!



SPOILERS!
DO NOT READ UNLESS YOU
MUST KNOW EVERYTHING!

METAL GEAR SOLID 3

THE SNAKE EATER FILES

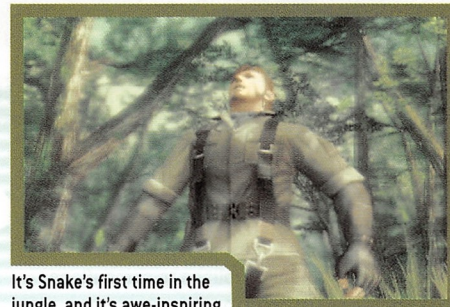
Can't wait until March for *Metal Gear Solid 3* to arrive in Oz? Here's what happens!



The journey begins when Snake parachutes into town.



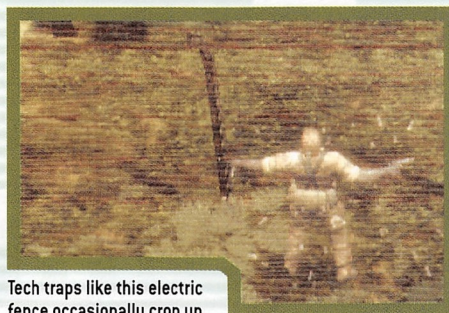
You'll begin wearing a Raiden mask on some settings.



It's Snake's first time in the jungle, and it's awe-inspiring.



Be vewwy, vewwy quiet. I'm hunting wascally wabbits!



Tech traps like this electric fence occasionally crop up.

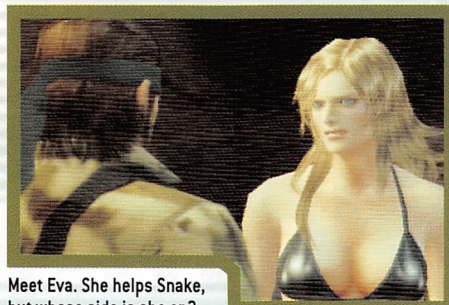


No more nanotech implants. A radio link keeps you in touch.

Stop reading! This is (almost) the full story of *Metal Gear Solid 3*, and if we were you, we'd rip out these pages and save the joy for its Oz release in March. But if you must read on, bear in mind that there's loads more detail, action and plot than we can outline here, and the only way to experience it properly is to play it yourself.

So. It's 1964, at the height of the Cold War. Russia and the US are baring their teeth at each other, each one anxious to gain world supremacy at almost any cost. The nuclear scientist Sokolov is back in Russian hands, and it's up to undercover operative Naked Snake to take him back to the US. Trouble is, a rogue Russian colonel named Volgin is after him too. Worst of all is that Snake's mentor, The Boss, has defected to the General's side.

First of all, Snake confronts a young and impressionable Ocelot commander. It's not long before he's been bested by Snake a few times,



Meet Eva. She helps Snake, but whose side is she on?

and develops an obsession with beating him in combat. Luckily for Snake, Ocelot always tries to win in an equal fight, meaning he's keen on letting you escape other perils so you can duel with him. Fans of the series will love the way the grizzled Revolver Ocelot from the previous titles is shown here as a callow, idealistic youth.



First boss The Pain is a bit of a pushover. But kinda gross.

After Snake's escaped from Ocelot, it's time to settle down to the main meat of the game: doing away with the Cobra team, WWII shock troopers gone bad. The Pain is the first you'll encounter, a man blistered by bees who nevertheless keeps a few in his stomach and spits them out as an attack. A little later and it's time for The Fear...

THE FEAR

Able to contort his limbs into spider-like configurations, The Fear is almost invisible. This boss battle takes you into *Predator* territory, forcing you to use all your detection systems to spot the enemy above your head as he jumps from tree to tree. Stay still or get caught in a trap, and it's all over. You'll genuinely feel nervous when you lose sight of The Fear. It's also the first boss battle to really deliver that *Metal Gear* uniqueness, forcing you to play in a whole new way.



THE SNAKE EATER FILES

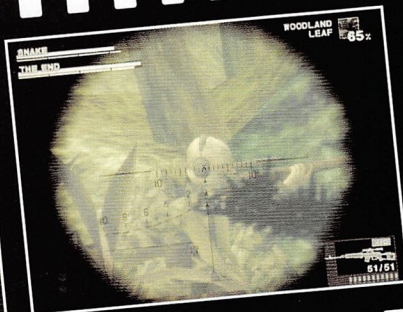


THE END

Next up is The End – an old, old man and also a lethal expert at camouflage and sniping. Potentially you'll spend hours tracking him over a vast play area. Suddenly, all the skills you've learned over the past few hours of gameplay become essential. It's a genre-busting boss battle. You can leave the battle area to recover, and there's no time limit.. And yet it's still frighteningly tense and totally unforgettable.



THE SNAKE EATER FILES



COMING ROUND THE MOUNTAIN

After The End is out of the way, your journey takes you up the side of a large, enemy-infested mountain. Without much foliage to camouflage your actions, you'll need to rely on more traditional skills of hide-and-sneak to get through. Reach a gun emplacement and you can shell the living shite out of the attack choppers that appear. It's another heady blast of *Metal Gear* magic that really has to be experienced. Before too long, it's time for another Cobra boss...



See gun. Get in gun. Kill everyone. Feel like a hero.



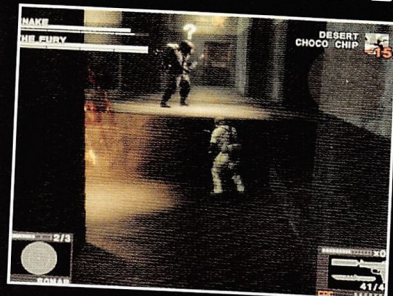
Vultures feasting on corpses. So why not kill and eat them?

THE FURY

After the tense, drawn-out battle with The End, your encounter with the Fury is much more direct. The Fury wears a cosmonaut's uniform and wields a flamethrower. He's also capable of flying short distances with his jet pack. This battle plays out like a stealth version of *Bombberman* over a maze of gridlike tunnels. When you're in his sights, he'll unleash a lethal flame attack, so sneaking is in order again.

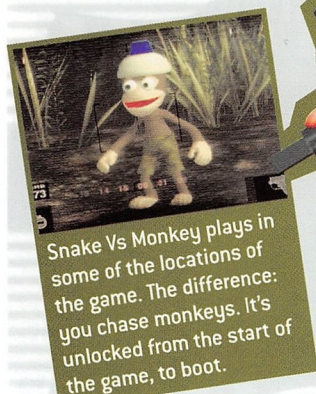


THE SNAKE EATER FILES



SNEAKY SNEAKY CATCHY MONKEY!

The Snake Vs Monkey mode is completely insane.



Snake Vs Monkey plays in some of the locations of the game. The difference: you chase monkeys. It's unlocked from the start of the game, to boot.



When a monkey spots you, you'll hear the classic *Metal Gear* "!" sound and instead of attacking you, the cheeky chimps will run away. Hours of fun here.

The Monkey mode is a weird mixture of gameplay from *Ape Escape* and *Metal Gear*. Just like in *Ape Escape*, you have to catch all the apes. But you have *Metal Gear* tools to do it.



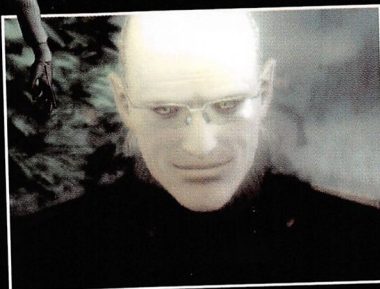
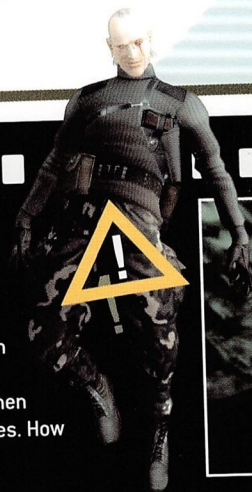
These are plans for a walking tank – Metal Gear Rex!



After The Fury, Ocelot corners Snake. How will he survive?

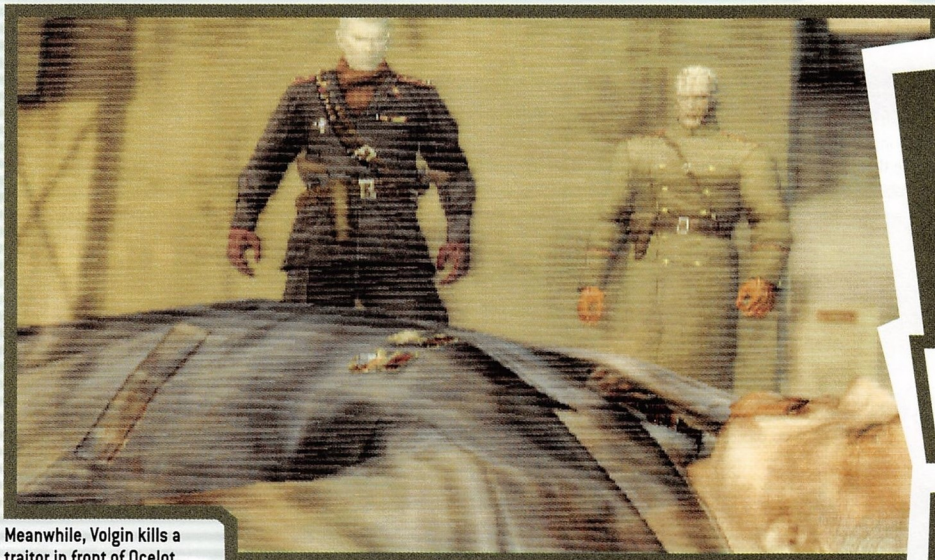
THE SORROW

Sneak's encounter with The Sorrow looks like a boss battle, but it's really a freaky dream sequence. The Sorrow is a dead man – he was killed years ago, but that doesn't stop him infecting Sneak's consciousness. In this spookiest of sequences, you'll be confronted by the unquiet spirits of all the men you've killed, including the dead Cobra bosses. How do you get out of it? That would be telling.



THE SNAKE EATER FILES

THE SNAKE EATER FILES



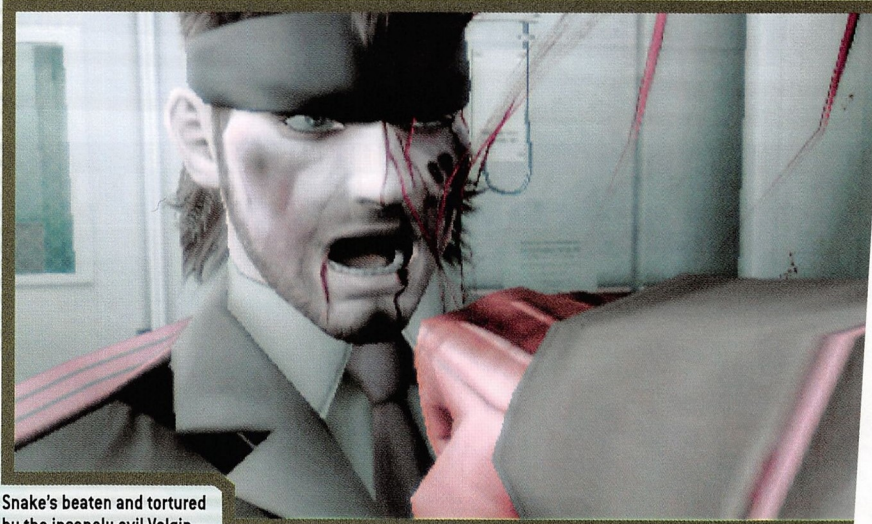
Meanwhile, Volgin kills a traitor in front of Ocelot.



Sneak and Eva get closer as Sneak's mission progresses...



...But Ocelot's feeling bad about the Colonel's evil ways.



Sneak's beaten and tortured by the insanely evil Volgin.

HISS AND TELL



We answer your *MGS3* questions once and for all.

Is *MGS3* really set in 1964? Or is it some kind of clever time travel/virtual reality scenario?
No, it's really set in 1964.

So how come I get to play as Snake this time?
This isn't Solid Snake. This is Naked Snake, since the Snake we know wasn't around in the early 60s.

Tell us about the new Metal Gear robot.
Shagohod means "step-walker" in Russian, and it's not a robot. It's a proto-Metal Gear tank with huge limb-like screws for travelling extra fast, and the obligatory nuclear arsenal.

What's the deal with that Raiden look-a-like bloke?
Ah, you mean Raikov. Yep, looks like Kojima has put in a Raiden-a-like character, simply for the amusement of the fans who hated not being able to play as Snake in *Metal Gear Solid 2*. He was going to be called Raidenovitch at one point, apparently...

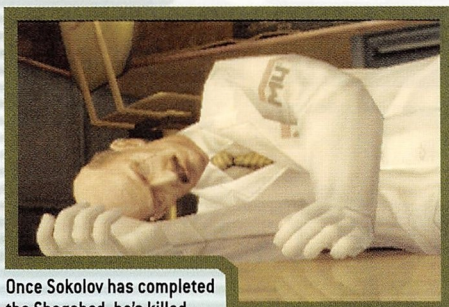
Are the codec conversations just as long?
Nah. Or at least, you'll only rarely be forced to listen to them, compared to the audio epics of *MGS2*. The 'press select' icon that signifies a compulsory conversation only appears on screen a handful of times in the game. So most of the time, you'll be deciding whether to listen or not.

Is there loads of philosophical waffle?
Hardly any, actually. This is a spy thriller and you'll be concentrating on who to trust and who's working for who. And you won't find out for sure until the very end.

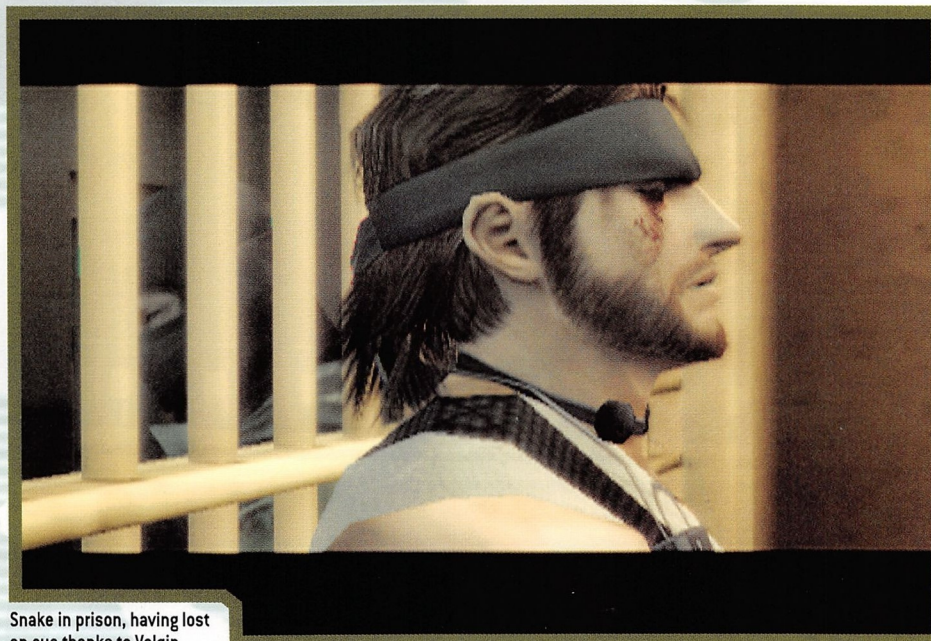
SNEAKING WITH THE ENEMY

The game continues with Snake infiltrating a military base disguised as an officer. But he's captured and tortured, and can only see out of his left eye. Which, to those of you who've played the first *Metal Gear Solid* game, will explain a lot.

Sneak escapes from his prison, returns to the base and sets charges all around the deadly Shagohod tank. Just as he's about to rejoin Eva and leave, he's spotted. It's time for the long-awaited showdown with Volgin...



Once Sokolov has completed the Shagohod, he's killed.



Sneak in prison, having lost an eye thanks to Volgin.

VOLGIN

Volgin and Ocelot have had an uneasy relationship from the start, and Ocelot desperately wants to be the one to finish Snake off. So when Volgin gets ready to annihilate Snake with his mysterious electric shock attacks, Ocelot passes weapons and ammo to Snake, leaving Volgin fuming. Now Snake has to defeat the electrical powers of the rogue colonel in a fight to the death.



THE SNAKE EATER FILES



THE SNAKE EATER FILES

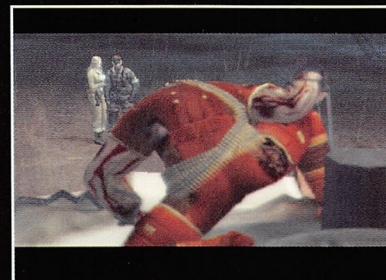
This is one of the more conventional battles in the game, because Snake can't use many of his stealth tools. It's an all-out action battle in a claustrophobic arena, with Volgin able to block any frontal attacks by using his electromagnetic shield. It's never really made clear why the hell Volgin has these electric powers. An accident with a generator would be our best guess, given the horrific scars on his face. At the end of the battle, Volgin is left for dead – always a mistake – and Snake flees as the charges explode, destroying the factory and hopefully the lethal Shagohod...



EATER FILES

SHAGOHOD

It's all going so well until the Shagohod blasts its way out of the base. From here on, it's pretty much a non-stop end sequence that lasts longer than any other we can think of. First, Snake and Eva must evade the guards pursuing on motorbikes while trying to damage the Shagohod. The two hatch a plan to destroy the Shagohod with explosives, but the tank returns in a new, even more manoeuvrable form. Amazing stuff.



THE SNAKE EATER FILES

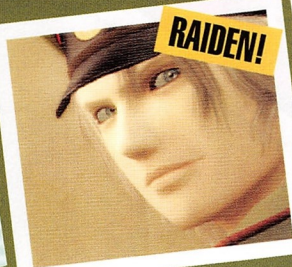
SNAKE EATER FILES

THE FINAL COUNTDOWN

Once the Shagohod is finally defeated, Snake and Eva make their escape. Unfortunately, although they can defeat giant nuclear tanks, it's a fallen tree trunk that finally does for them – it's lying in the road and causes the bike to crash. Eva is wounded and the soldiers are only minutes behind. What follows is the last 'normal' gameplay sequence, but with the emotion and danger ramped up to 11. You'll have to hunt food for Eva, while avoiding the enemies coming up behind you. If you stop to hunt, you're putting your lives in danger, but if you don't keep Eva's stamina up, then everything's lost. In other words, this last weary slog is a test of all your fighting and hunting skills at once. Snake finally saves Eva, but there's unfinished business with a certain former mentor...

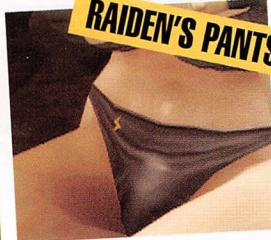
! THEY PUT WHAT IN THERE?

It may be a thriller, but *MGS3* just drips with the series' trademark in-jokes.



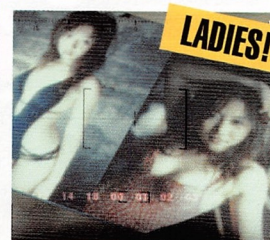
RAIDEN!

Can this be Raiden? No, it's just a Russian officer who looks unfeasibly like him. Purely for comedy purposes, really. You get to beat him up, which is always nice.



RAIDEN'S PANTS!

In fact, you have to steal Raiden – sorry, Raikov's – uniform to progress. And for some incredibly Japanese reason, while you're disrobing him the camera zooms in on his Speedos. Hmmm.



LADIES!

And once again, there are tons of dodgy girlie pics scattered around the place in the form of magazines and posters. Well, these are soldiers after all...

THE BOSS

If you thought the fight with Volgin and the Shagohod was the climax of the game, you're very wrong. The Boss shows up for a final confrontation, and explains her history. She shows Snake her scars when she lost her son – is it Snake? More importantly, she's the last surviving scion of The Philosophers, the benevolent precursors of *MGS2*'s Patriots. She explains to Snake that only Snake or her can survive this last, apocalyptic encounter.



Thus begins one of the best battles in the most beautiful setting ever seen in games. The flower-filled field in which the two agents face off is a thing of absolute wonder, white flowers waving in the wind and petals wafting in the breeze as you inch across the ground, desperate to stay hidden. The Boss is as good at sneaking as Snake is, and every one of his hard-earned tactics have to be used to beat her. You won't forget this final conflict – it's an amazing sequence that truly tests your powers. And what happens after you beat The Boss? You'll need to complete the game to find out.



THE



THE SNAKE EATER FILES



THE SNAKE EATER FILES

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KF

MAXIMUM IMPACT

TM



IGNITION
entertainment

SNK
PLAYMORE



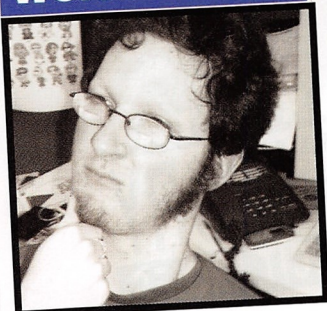
PlayStation 2

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REVIEWS

This month's PlayStation2 games rated!

Welcome



The first couple of months after Christmas are notorious amongst game journalists as being a barren wasteland devoid of decent games to review, and this year is certainly no exception. As you can see, we've only managed to scrounge together four games to review this month. A measly FOUR. Really, it's hardly worth having a review section at all. Oh well, on the plus side, we do at least have a lot more T&A than usual thanks to the gloriously perverted *Rumble Roses*. I quite like this game: it's shameless, gratuitous, completely absurd and it doesn't make apologies for any of it. You've gotta respect that.

DANIEL STAINES, EDITOR

PSW PROMISE

We do solemnly swear that...

- Our reviews are 100% honest
- We only review finished games
- We rate the game, not the hype
- Our reviews are the most in-depth
- We answer only to our readers!

PSW RATINGS

10/10	Essential
9/10	Brilliant
8/10	Recommended
7/10	Great
6/10	Decent
5/10	Average
4/10	Disappointing
3/10	Poor
2/10	Bloody Rubbish
1/10	Avoid at all costs

64

It's all good, clean, normal, dirty, perverted fun in *Rumble Roses*.



REVIEWED THIS MONTH!

- 64 *Rumble Roses*
- 68 *Shadow of Rome*
- 70 *Call of Duty*
- 72 *La Pucelle Tactics*

The men that play the games that deserve your cash.



LEE NUTTER

NUTTER: While Nutter waltzed off on holiday to the countryside this month, the rest of the team were sweating over our giant steam-powered writing machines. He didn't even bring us back any novelty keyrings, the bastard.

MOST PLAYED: PES 4



RICHARD MELVILLE

TAFFY: Melville's censored exploits this month: after XXXXXXing a lady's XXXXXX in the XXXXXX, he still had the energy to fill his XXXXXX with XXXXX and then XXXXXX the lot! We wonder how he fits it all in...

MOST PLAYED: Resident Evil 4



JON TODD

DEE-LICIOUS: *Call of Duty* brought out Toddy's not-very-well-hidden military side again. He's been caught aiming his fingers at other members of staff and whispering "Bang! Headshot!" recently. It's all very sad.

MOST PLAYED: Call of Duty



MARK SORRELL

FUR COAT: Now *Rumble Roses* has turned up, Mark has suddenly started staying at the office late into the night. He claims he's 'boning up' on the girl's moves. So what are those nasty stains on his chair?

MOST PLAYED: Rumble Roses

**PARENTAL
ADVISORY
EXPLICIT LADIES**

RUMBLE ROSES

A selection of semi-naked lovelies beating each other up. Surely it can't get any better?



GAME DETAILS
PUBLISHER: KONAMI
DEVELOPER: KONAMI
OUT: NOW
PLAYERS: 1-2
ONLINE: NO

The best thing about watching wrestling on TV isn't the indulgent plots, nor is it the fantastic speeches or the sight of Big Show being the biggest thing ever. It isn't even Ray Mysterio spinning around like an Action Man on a piece of elastic.

Nope, if we're really honest with ourselves, the best thing about wrestling is watching two phenomenally-proportioned Divas, barely contained within their slinky outfits, going at each other like caged animals. Beautiful ladies beating each other up? It seems there really is a God after all. Thank you God.

We've spent many a contented Saturday lunchtime laying on the couch, processing a steady stream of bacon sarnies and milky coffee, taking in the most intimate details of Tori Wilson and Stacey Keibler's underwear as it flashes past in a blur of

real sweat, moderate pain and intermittent humiliation. This isn't perversion; it's a natural reaction to the particular way that ladies parts move when smashed into canvas by other ladies parts. Konami, bless its heart, has noticed the appeal in watching two hotties lamp the crap out of each other and taken on the task of making a game that does nothing else. Hence, *Rumble Roses*. Welcome to the lady jungle.

ENTERTAINMENT FOR MEN

There's no doubting how seriously Konami has taken its woman-building. The girls are all beautifully rendered and brilliantly animated, with unquestionable, near insane levels of detail in every aspect of their bodies and costumes. Birthmarks, moles, cellulite, the jiggle of a full breast, the wobble of a rounded bottom, the pout

of their lips and the wave of their hair has all been recreated with incredible attention to detail. There's no doubt that if you enjoy the sight of a polygonal lady bending over in a tiny skirt, these femme fatales will shoot straight to the top of your league of filth.

Then there are the moves and the outfits, which are all designed to show off the girls' most welcoming parts in crisp detail and lingering adoration. The outfits are themed around your (or maybe our) most common, debased and lazily stereotypical fantasies – nurses, schoolgirls, schoolteachers, bizarre leather clad dominatrixes and sex ninjas all feature strongly – along with an ice blond cyborg just in case you fancied something a bit more... metallic. The moves are designed to make the most of these →



It's safe to say *SmackDown!* never made us feel this way.



We approve of the riding chaps and pink nurses uniform.



IT'S A HIDEOUS MUTANT!

Half wrestling, half porno, *Rumble Roses* is based on *SmackDown!* But what are the differences?

THE BUTTONS ARE DIFFERENT!

DIFFERENT HOW? Run in *SmackDown!* was Triangle, now it's X. More confusingly, Grapple was Circle but now it's Triangle. And Strike was X and now it's Square. We're all confused.

BETTER? Neither better, nor worse. Just a bit confusing.



THERE ARE EXTRA SPECIAL MOVES

DIFFERENT HOW? Instead of the two *SmackDown!* moves you will be familiar with, *Rumble Roses* packs in a whole three. There are Lethal and Killer moves, and when you fill your opponent's heart bar, a Humiliation move too. Sadly, these aren't actually humiliating and involve no nudity.

BETTER? Three is better than two. So 'yes'.



STUFF IS MISSING

DIFFERENT HOW? Fancy a Triple Threat match? Tough shit, this is one-on-one only. Tag Team? No. Hell in a Cell? No. Custom wrestlers? No. Bra and Panties? No (although technically, they're all Bra and Panties matches). Frankly, if you want to mash up the rules you'll be disappointed to death.

BETTER? In no way at all, it's a big let down.



YOU ARE A PERVERT

DIFFERENT HOW? While you can play any aspect of *SmackDown!* Vs *Raw* without feeling like some sweaty-crotch'd pensioner in a Swedish bikini farm, *Rumble Roses* will make you feel dirty from the off. By buying it, you confirm all those childhood fears that one day you'd turn in to a sick pervert.

BETTER? We say yes, but we are dirty perverts.



The facial expressions are really impressive. And dirty.



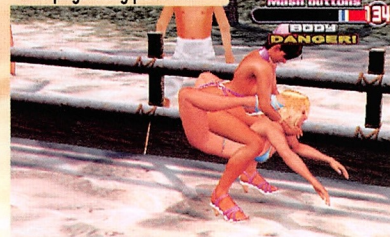
Your mother warned you about girls like this.



Dazed and confused and soon to be beaten around the neck.



A humiliation move. Is that even physically possible?



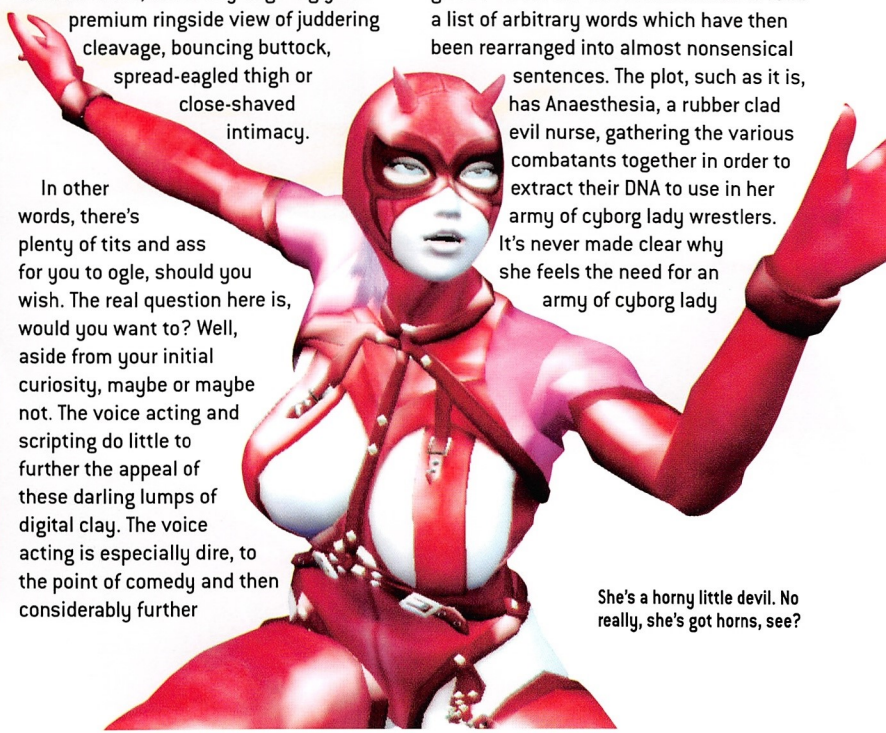
It's this kind of thing that made us sign up in the first place.



wonderfully well-made ladies and their sluttish attire, never shy of giving you a premium ringside view of juddering cleavage, bouncing buttock, spread-eagled thigh or close-shaved intimacy.

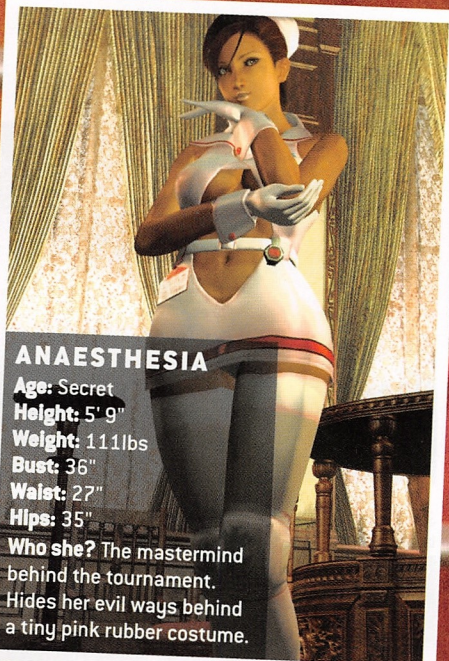
In other words, there's plenty of tits and ass for you to ogle, should you wish. The real question here is, would you want to? Well, aside from your initial curiosity, maybe or maybe not. The voice acting and scripting do little to further the appeal of these darling lumps of digital clay. The voice acting is especially dire, to the point of comedy and then considerably further

beyond. It sounds like random women grabbed from the street and forced to read a list of arbitrary words which have then been rearranged into almost nonsensical sentences. The plot, such as it is, has Anaesthesia, a rubber clad evil nurse, gathering the various combatants together in order to extract their DNA to use in her army of cyborg lady wrestlers. It's never made clear why she feels the need for an army of cyborg lady



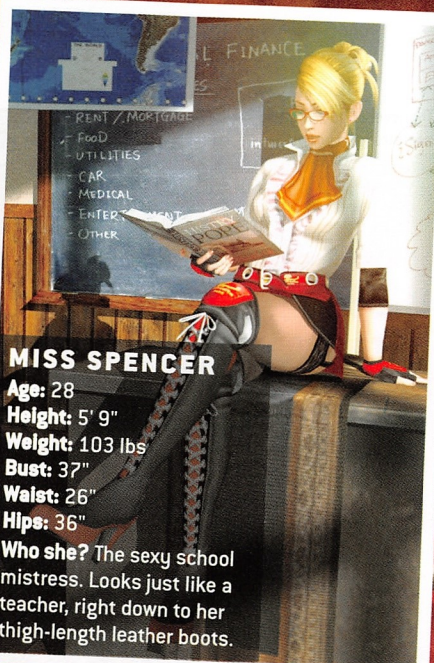
Are they fighting or are they dancing? Science can't tell us.

She's a horny little devil. No really, she's got horns, see?



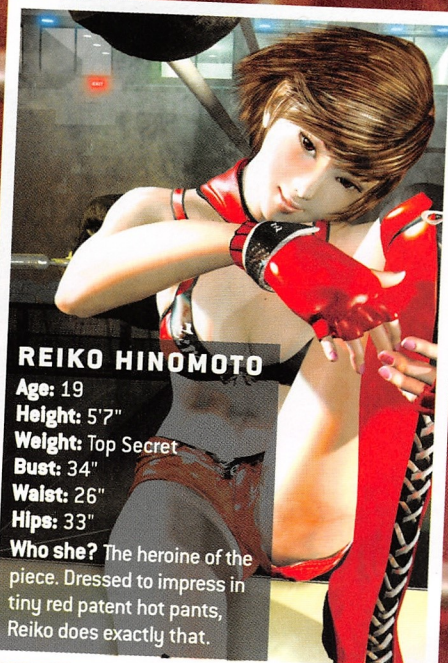
ANAESTHESIA

Age: Secret
Height: 5' 9"
Weight: 111lbs
Bust: 36"
Waist: 27"
Hips: 35"
Who she? The mastermind behind the tournament. Hides her evil ways behind a tiny pink rubber costume.



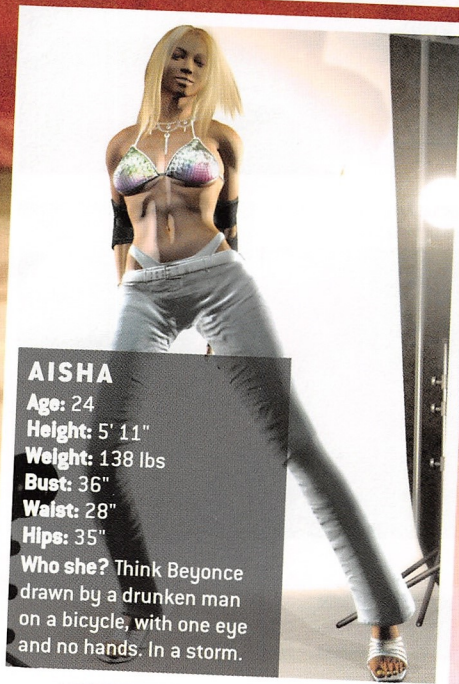
MISS SPENCER

Age: 28
Height: 5' 9"
Weight: 103 lbs
Bust: 37"
Waist: 26"
Hips: 36"
Who she? The sexy school mistress. Looks just like a teacher, right down to her thigh-length leather boots.



REIKO HINOMOTO

Age: 19
Height: 5'7"
Weight: Top Secret
Bust: 34"
Waist: 26"
Hips: 33"
Who she? The heroine of the piece. Dressed to impress in tiny red patent hot pants, Reiko does exactly that.



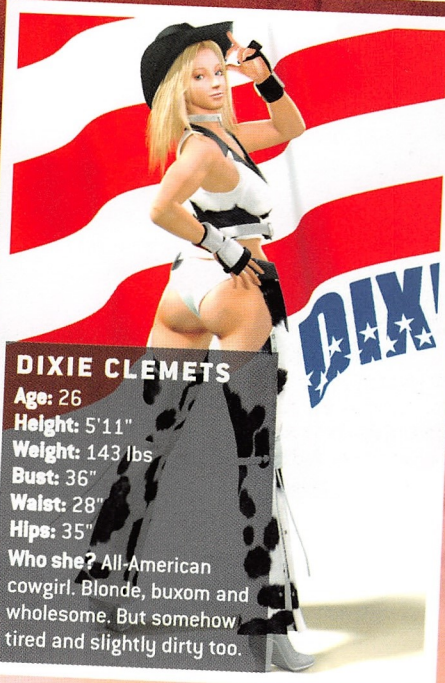
AISHA

Age: 24
Height: 5' 11"
Weight: 138 lbs
Bust: 36"
Waist: 28"
Hips: 35"
Who she? Think Beyonce drawn by a drunken man on a bicycle, with one eye and no hands. In a storm.



EVIL ROSE

Age: Secret
Height: 5' 10"
Weight: 149 lbs
Bust: 38"
Waist: 24"
Hips: 36"
Who she? The ultimate bad girl, or is she? How deep does the rabbit hole go? Endowed with the biggest...



DIXIE CLEMETS

Age: 26
Height: 5'11"
Weight: 143 lbs
Bust: 36"
Waist: 28"
Hips: 35"
Who she? All-American cowgirl. Blonde, buxom and wholesome. But somehow tired and slightly dirty too.

wrestlers, and to our minds, that's probably for the best.

Based on the *SmackDown!* engine, there's a solid start on which to build a mountain of bizarre, lightweight pornography. It's a simplified version of the classic wrestling system, but in some ways more demanding. On the normal and hard difficulty settings, matches are far harder than *SmackDown!* veterans will be used to. The button layout is different, and the reversal system requires tighter timing, resulting in a more offensive game, with a greater emphasis on attack. There are a few unpleasant loops you can get trapped in, but for the most part you'll get your chance to escape and get back on the attack quickly.

SPICE OF LIFE

The main trouble, beyond whether you find yourself scrubbing your eyes with carboloc soap or electrocuting yourself with dribble at the sight of so much well-honed female

flesh, is the distinct lack of depth. For all the fighting system's strengths, the one thing it lacks is a variety of moves. You'll have seen pretty much everything each fighter has to offer by the time you've made it to your third fight. By the time you've got the end of the Story mode, even newcomers will be fully familiar with their wrestler's repertoire. Then there's the lack of options and stages. There are three indoor arenas and one mud-wrestling arena. The mud-wrestling offers no gameplay changes to the regular matches and although the mud effect is decent, it's hardly likely to extend longevity. There's a similar lack of game modes too. Story mode, Exhibition mode and, erm, that's about all. This really isn't going to keep you entertained for all that long.

That said, if you fancy the idea of 22 hand-carved lovelies battling it out for your personal pleasure, you can't go wrong here. There's no doubting the love and attention that's gone into their creation,

it's just a shame that the same amount of love didn't go into the story or game options. This is far from brilliant but it's good, honest, dirty fun. It's a Japanese *Carry On* film about wrestling perhaps, or maybe a teenage WWE fanatic's wank fantasy. Either way, if you want some lightly titillating wrestling action, this is the best choice out there.

/ MARK SORRELL

PSW VERDICT

UPPERS

- Fantastic ladies
- In skimpy costumes
- Beating each other up

DOWNERS

- You'll feel dirty
- Limited move sets
- Limited play options

GRAPHICS Brilliant animation and character detail **9**

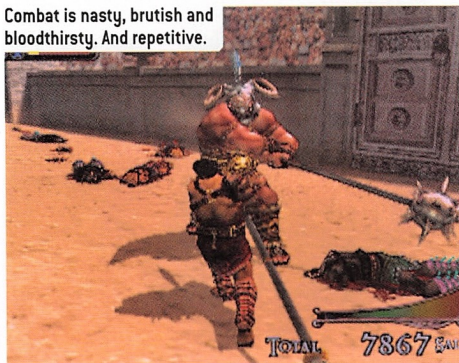
SOUNDS Hilariously bad voice-acting and music **6**

GAMEPLAY Limited but enjoyable while it lasts **7**

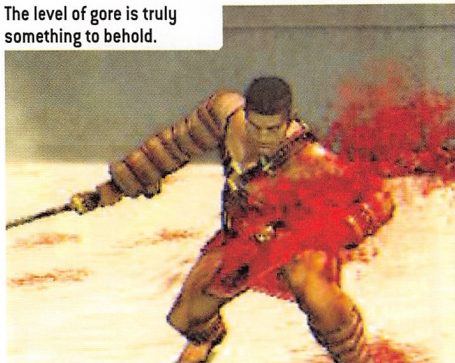
A unique and good-looking wrestler that has its faults but plenty of charm too. Just don't expect it to last as long as *SmackDown!*

7

Combat is nasty, brutish and bloodthirsty. And repetitive.



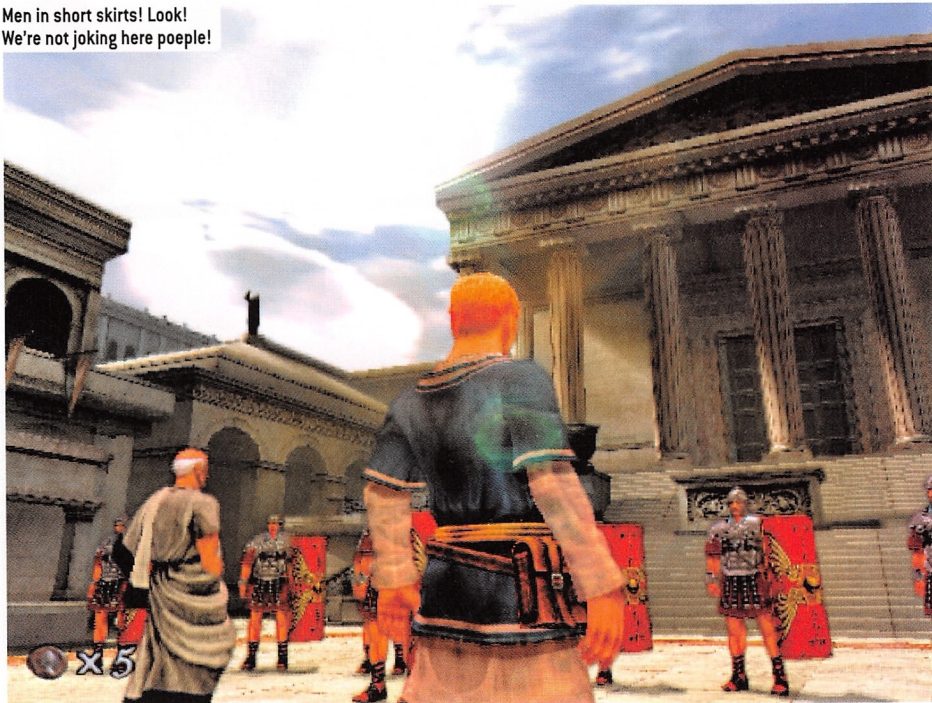
The level of gore is truly something to behold.



Rejoice as the once mighty Roman Empire burns.



Men in short skirts! Look! We're not joking here poeple!



Sam Fisher traded in his black boiler suit for a toga.

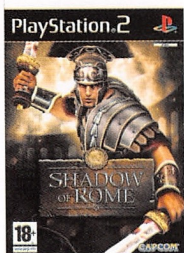


Touche! Agrippa prepares a human kebab for the coals.



SHADOW OF ROME

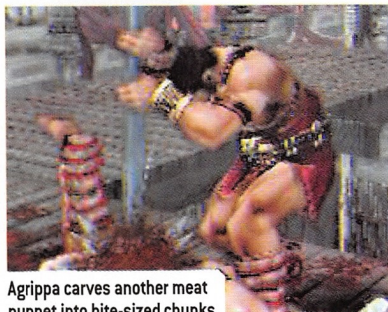
Holy Roman Empire! It's a two-headed stealth-action beast of a game from Capcom!



GAME DETAILS

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
OUT: FEBRUARY
PLAYERS: 1
ONLINE: NO

Shadow of Rome is, so the press release tells us, two games in one. The first centres on beef-faced man of action Agrippa, and is a throaty action yell; the second, fronted by Octavius, is the polar opposite; a stealth-obsessed hush 'em up in which the general idea is to tip-toe through the Roman Empire, trying on various outfits. Over the course of the game you flit from one to the other, piecing together the story from the two differing perspectives.



Agrippa carves another meat puppet into bite-sized chunks.

Thus, before we go any further with this review, we must first attempt to neatly cleaver this Siamese game into its two component parts. So please, stand well back and cover your mouths. We know what we're doing. Nothing can possibly go wrong. Here goes then...

NURSE, PASS THE AXE

Oh. Bit of a mess all round we're afraid. Blame Capcom. After all, it was their idea to make two good games instead of one great

one. In terms of the all-important organ distribution, the result of our Siamese separation are as follows: Agrippa, man of action, ended up with the cock and the balls, while Octavius, card-carrying sneak-freak, landed both the brain and the heart. What doesn't surprise us that *Shadow of Rome* is a somewhat uneven affair; what does surprise us is that for the first time in months it's the stealth half of this stealth-action title that saves the day.

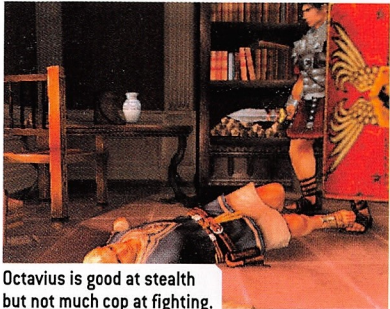
It begins with Agrippa, bloodthirsty talking fist, whose levels take the form of large-scale gladiatorial conflicts. The goal is very simple: to beat your fellow contestants into a meat sorbet using whatever you find lying around, be it sword, mace, arm or leg. Think 'violent'. Think 'violent and mildly amusing.' Think 'violent, mildly amusing and fun for about ten minutes.' Then stop thinking all together. This, we're afraid to say, is the only way you're going to make it through Agrippa's narrative, the play soon descending into a thick puke-broth of cheap



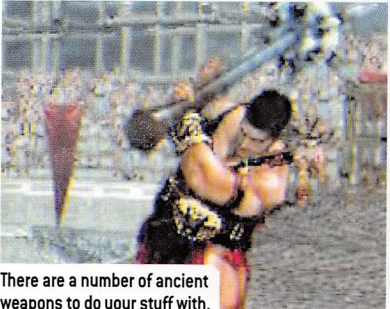
Experience the deadly thrill of the gladiatorial arena.



Bigger doesn't always mean better. Just ask Goliath.



Octavius is good at stealth but not much cop at fighting.



There are a number of ancient weapons to do your stuff with.

thrills and easy kills. Read this review into a Dictaphone, then fall asleep listening to the tape and you'll have a vague idea of how repetitive it can be.

Octavius, by comparison, is the good son. His levels are sedate and considered, acting as hand-written apology notes for the unforgivable behaviour of his wayward compatriot. The premise may be old and increasingly hoary – stifling a sigh, you crawl past guards in an effort to recover a mislaid artefact, throwing the odd strangle in for good measure – but the setting, beautifully realised thanks to the epic art direction, succeeds in making the whole thing feel new and interesting. It's this sense of atmosphere more than anything that convinces you to play on.

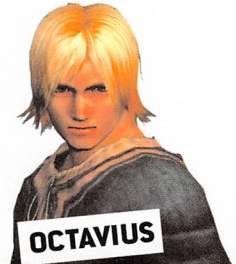
BEN WHO? OH, BEN HUR
Besides the cut-and-shut nature of the play, *Shadow of Rome*'s other major problem is that it's a little too fond of the sound of its own voice. Levels are cemented together by huge gloops of story-glue, which you're prevented from skipping through. So it is that the momentum of *Shadow of Rome* is continually interrupted, forcing you to endure two parts dialogue to every three parts playing. Talk about fiddling while Rome burns. Not that we were actually fiddling. We were just touching it.
Capcom's brave experiment to fuse two games into one therefore goes down in

AGRIPPA Vs OCTAVIUS

Agrippa and Octavius duke it out for Caesar's approval.

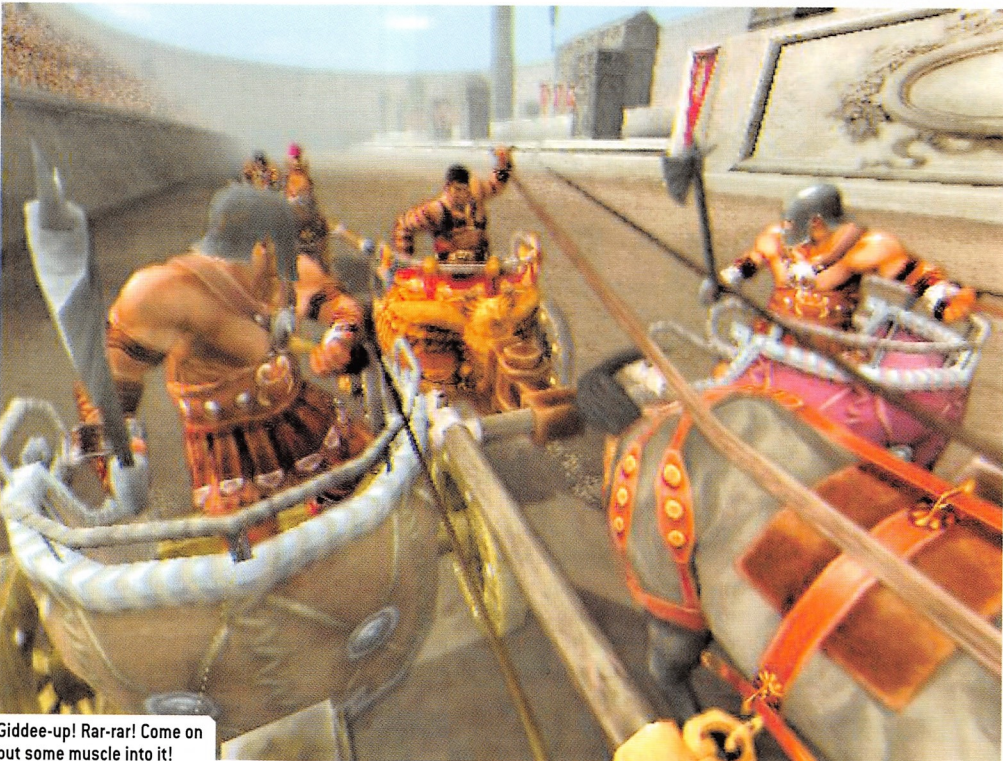


AGRIPPA



OCTAVIUS

MANLINESS	Spends his days clubbing Roman centurions to death with their own severed limbs. Manly like the wolf. 1	His obsessions with personal appearance and dressing up marks him as something of a dandy. 0
INTELLIGENCE	A wit so dim the merest sneeze extinguishes it entirely. Also wears his sandals on the wrong hands. 0	Often seen hanging out at the Forum in Rome, listening in on political discussion. Boring bastard. 1
PERSONAL HABITS	The kind of bloke who might mop up stray urine splatters with a face towel, before hanging it back on the rail. 0	Absolutely immaculate. Famous among Romans for cleaning under the toga at least once a day. 1
CHARISMA	His story is by far the weaker of the two. You'll struggle to stay upright during his cut scenes. 0	Charming enough to pass as everything from a Roman guard to a high-ranking politician. 1
FINAL SCORE	Caesar says: "I hereby decree that Octavius is more of a man than his feeble-minded acquaintance Agrippa, who, in all honesty, I find to be a bit of a twat. Octavius wins 3-1 . Send in the lions."	



Giddee-up! Rar-rar! Come on put some muscle into it!

history as only a partial success. The dual elements in isolation occasionally take your PlayStation2 to some very nice places (one half of the game significantly more often than the other), yet the crucial fact remains that Agrippa and Octavius never appear even remotely comfortable in each other's company. So it is that every time you experience the rise of the Roman Empire, your joy is tempered by the suspicion that another fall is lurking just around the corner.
/ JON BROWN

PSW

VERDICT

UPPERS

Brilliantly realised

Fighting can be fun

Fantastically violent

DOWNERS

Action levels taper off

Story gets boring

Feels disjointed

GRAPHICS

Capable of flashes of outright genius

8

SOUNDS

Patchy voice acting and dull music

6

GAMEPLAY

Depends which half you're playing

7

We applaud the effort, and it's certainly something a little different, but next time we expect a little more in the way of cohesion.

7

Rifles are deadly accurate but slow to reload.



Fire in short sharp bursts to combat the heavy recoil.

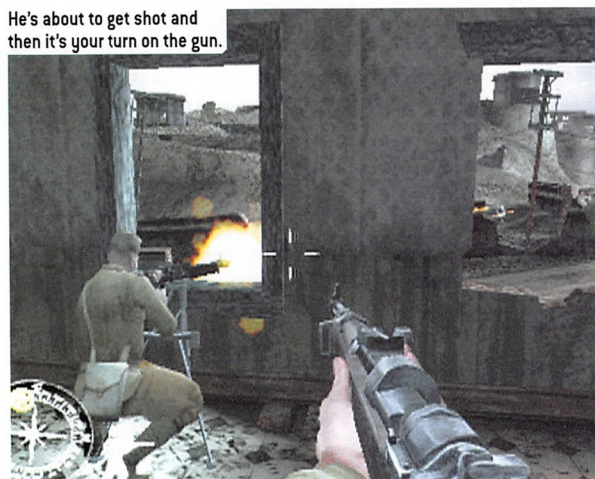


A shame you can't drive this. All you get is tanks instead.



The Stalingrad level looks great, but you don't do much.

He's about to get shot and then it's your turn on the gun.



CALL OF DUTY: FINEST HOUR

More scripted than a contestant's answer on *Blind Date* and almost as shallow.



GAME DETAILS

PUBLISHER: ACTIVISION
DEVELOPER: SPARK
OUT: NOW
PLAYERS: 1-16
ONLINE: YES

If PS2 games were used as teaching aids, kids would grow up believing that one US soldier could win World War II single-handedly. So *Call of Duty* is something of a breakthrough, acknowledging that the Russians and us Brits also played a part, and successfully giving the impression that you're fighting as part of a squad and not just a one-man army.

The missions are loosely linked, with different characters within each theatre of war (Eastern, Western, North African)

picking up the story where the last soldier left off. That isn't the end of them though, as you often cross paths with characters you previously controlled. While you don't get to spend nearly enough time with each character and only learn a snippet of their backstory before their mission, they at least aren't your usual anonymous grunts.

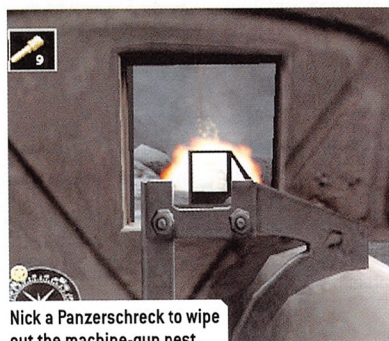
EAST ENDERS

The game begins on the Eastern Front and it's these missions that are easily the most

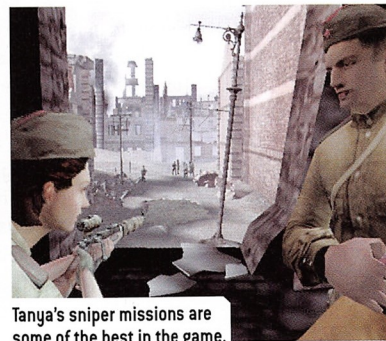
varied. The opening assault on Stalingrad is spectacular, so much so that simply following a character around without a weapon for two-thirds of it feels as intense as when you're nobbling Nazis for amusement later. After this you switch to a sniper and must defend a building against hordes of enemies toting rocket launchers, before taking to a tank for a spin through Red Square.

The rest of the game never quite lives up to these high standards of the early missions. Not that the other missions are worse, mind. They just don't stray from the pattern of mainly run-and-gun shooting followed by a tank mission. When the game should be making your jaw drop at one epic encounter after another, it's content to play it safe and throw in yet another of these tank missions until about a quarter of the game is taken up with them.

And unfortunately they're the weakest of the lot. As in real life the tanks move and turn slowly, which makes it near-impossible to avoid being blasted by



Nick a Panzerschreck to wipe out the machine-gun nest.



Tanya's sniper missions are some of the best in the game.

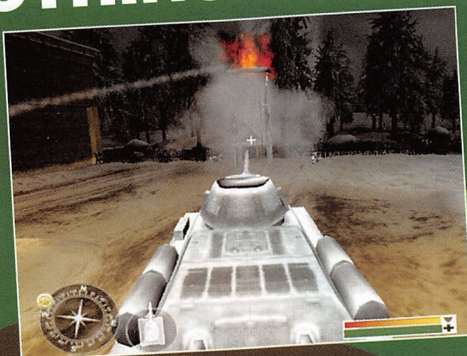
TANKS FOR NOTHING

Why *Call of Duty's* tank missions don't work.



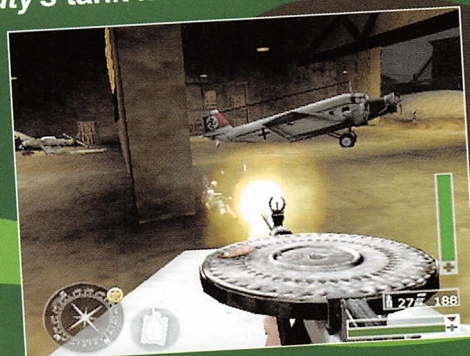
MANNING THE GUNS

Perfect for controlling the cannon and machine gun, but without being able to see where you're going it's easy to crash the tank.



TAKING THE WHEEL

This is more like it for the driving. Except now it's tricky directing the wobbly target for the cannon and steering the tank at the same time.



UP ON TOP

Pointless. The tank's machine gun is more powerful than any gun you can carry, and at least inside you won't get your head blown off.

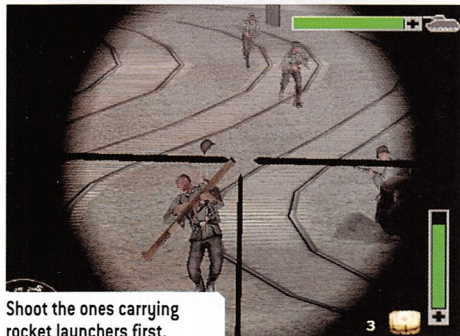
The death animations look pretty extravagant.



Take out all the machine guns to reclaim Red Square.



Shoot the ones carrying rocket launchers first.



enemy Panzers or the dozens of infantry soldiers carrying rocket launchers. There's no real skill involved in these missions, just a slog to see if you can make it to the next checkpoint before your tank is destroyed. You can play from either a first-person view inside the tank or an exterior third-person view, but the former is useless for driving and the latter hopeless for shooting. Jerky slowdown is also apparent when there are lots of explosions. There's also a third mode which lets you stick your head out of the top and use your gun, but this is only asking for trouble and you're better off sticking with the tank's more powerful machine gun.

WHAT HAPPENED NEXT?

Call of Duty's real problem is that the action is so carefully and methodically scripted, with barely 30 seconds going by without an orchestrated set piece. If you've played

a *Medal of Honor* game before, you can often predict what's going to happen next – a tank rumbling into view, a wall suddenly collapsing to reveal a room full of enemies, a squad of soldiers storming the area you're in... we've seen its kind before and so no matter how well they're executed, the missions feel very familiar here. The widely spaced save checkpoints don't help much either, meaning that every time you're killed you have to watch a lengthy section of scripted events you've already seen. Enemy AI is another disappointment, with opposition force content to charge towards you or just stand rooted to the spot.

Small irritations in the overall scheme of things, because when the scripted events in *Call of Duty* work, they work fantastically well and really suck you further in to the game. The simple run-and-gun style may lack depth, but it makes for a truly frenetic gameplay experience.

We'd probably have enjoyed it an awful lot more were it not for the countless WWII games before *Call of Duty* with similar graphical look, scripted events and style of play. Been there, done that, got the shrapnel wounds to prove it. Nice try, but just a little too familiar for comfort.

/ JONATHAN TODD

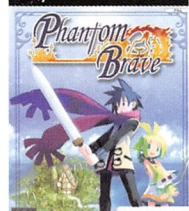
PSW VERDICT	
UPPERS	DOWNERS
➤ Action never lets up	➤ Too scripted
➤ Brilliant set pieces	➤ Very familiar
➤ Varied missions	➤ Dull tank missions
GRAPHICS	Atmospheric burnt-out towns and cities
SOUNDS	Relentless gunfire and great score
GAMEPLAY	Breathless but not very original
Accomplished and very intense shooter, but we've seen its kind before. The lack of innovation and originality shows through.	
7	



PHANTOM BRAVE

Phantom Braaaaave... Phantommm Braaaaaveee... everybody loves Phatom Brave!

PlayStation 2



GAME DETAILS

PUBLISHER: NIPPON ICHI
DEVELOPER: NIPPON ICHI
OUT: NOW
PLAYERS: 1
ONLINE: NO

Feel alone? Disillusioned? Abandoned? Well, shame on you, spoilt middle class Australian video gamers that you are. Think for a moment of poor Marona, a girl alone in the mythical world of Ivoire, without parents and friends. Marona is feared and reviled by people at large, since she is The Possessed One. This means that she can summon and commune with ghosts or Phantoms. Her sole companion is Ash, the dead spirit who watches over her. He was present at the demise of Marona's parents but just can't bring himself to tell her the details.

And so begins *Phantom Brave*. Considering the dark tone of the opening,

it's surprising how upbeat the game really is. Marona is our heroine, an optimist, naïve and good-natured. Ash takes her under his wing, encouraging her to use her craft to do justice and to gain a livelihood. To this end, they travel together around the islands of Ivoire, meeting people, exploring dungeons, hillsides, graveyards and other isometric environments. Unfortunately, she keeps coming face to face with evil spirits from your family past. Sins of the father and all that.

NICE WORK IF YOU CAN GET IT

As a summoner, Marona is able to "confine" her own friendly spirits in items in the

world, so that they can wage battle for her, against the ravaging hordes bent against her. The act of summoning one of your characters into battle is central to *Phantom Brave*. Marona herself is weak in hand-to-hand combat so naturally she relies on the many different types of spirits in battle: Fighters, Archers, Monks, Fusionists, Owl Ninjas, Healers, Blacksmith and Mystics among others.

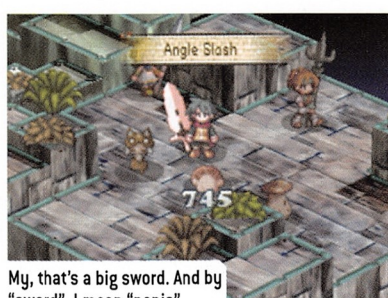
Also central to *Phantom Brave* is the Lift command. Any item and indeed any character in the game can be picked up: they can be wielded as a weapon or they can be thrown out of the playfield. This is known as an O.B. [out of bounds]. Only boss characters are immune to death by O.B. This is where the tactics of the game really lie – in the control of your enemies and your own phantoms, as well as items.

CHUCKERS, THE LOT OF YAS

Without items to confine to, Marona is alone on the battlefield. The more malevolent enemies attempt to systematically remove items from the playfield, for this very reason. Although this is an option, and can seem a shortcut to easy victory, as you



Maybe there are naked ladies in that house!

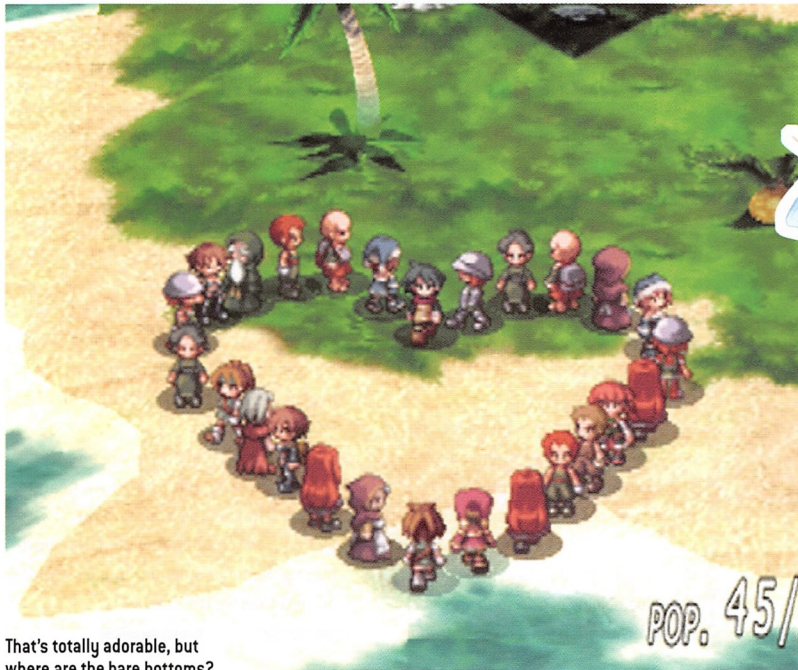


My, that's a big sword. And by "sword", I mean "penis".



LIFT ME UP

By lifting live enemies in a battle, you are putting them in a very weak position. When their turn comes around, they can attack you with a stomp – that's it. Also, someone can't be lifted if they're already holding something. Seeing Marona, her team and her enemies wander around with junk on their heads is hilarious. Even more ridiculous is the way that Marona can stack items and bodies to reach for the stars! Now that's comedy.



That's totally adorable, but where are the bare bottoms?



No tits in this snap. Oh, wait! Ye-oh. No, sorry. My mistake.

throw enemies out of bounds, their allies become stronger.

It's a very abstract kind of play but to its credit, *Phantom Brave* has been balanced to within an inch of its life. The very basic play idea together with a fine balance is what makes *Phantom Brave* so immediate and alive with tactical possibility. It has more pace than your average turn-based RPG and despite the cutesy atmosphere, it demonstrates a surprising amount of depth.

One tactical consideration is that each phantom has a finite number of turns before they disappear back into the ether. That means that my lowly grunt (who works hard and achieves little) sticks around for a long time, say twelve turns, while my kick-arse witch (who can decimate all and sundry) is with Marona for a mere three turns. This presents a number of interesting dilemmas. Should Marona confine a bunch of strong guys at the start, so that she can lay claim to the items on the map, or hold out with only a few phantoms, for longevity? This is the crux of play.

LEVEL UP MY SWORD

Using Bordeaux (that's currency), Marona is able to "buy" the services of Phantoms, more become available as she encounters them in battle. Weapons can also be

purchased. Another way to gain a weapon or item is by having a phantom Lift it as they disappear. In this way you can pick up rare weapons and items.

Your phantoms grow with battle experience, as do your weapons (which also have abilities and hit points). Another level of depth is that the level of the item in which a phantom is confined affects their abilities in play. You can sacrifice an item to bolster the powers of a phantom (or vice versa). This is one of the most intense RPG games in stat terms on a console.

To plumb further the complexities of *Phantom Brave* is to spiral infinitely inwards on some glorious Mandelbrot Set. There is an almost endless potential in customising classes. As long as you're chasing the Level Cap (which is 100, but can go much higher with the help of a Fusionist), you can add abilities and change the powers of your phantoms, diversify your troops, change the very nature of your play.

VOICE ACTING PAR EXCELLENCE

A great deal of effort has gone into the game proper but the attention given to the voice translations is just absurd. The entire intro and all of the interludes have been

fully voiced by a team of Canadian commando voice actors. Every time Marona titters "ha ha haa" and Ash grunts "For Her – I will not Fail!", you know someone got paid for the voice talent.

As she is insulted, cheated and ignored, Marona raises barely more than a whimper of protest. In all honesty, the story of Ash and Marona is cute but uneven and a little silly. Better to concentrate on the game element, as this is probably the most accessible and yet most engaging tactical RPGs on the PS2. Challenging, rewarding and open-ended, *Phantom Brave* is definitely worth a look.

/JOHN DEWHURST

PSW		VERDICT
UPPERS		DOWNERS
➤ Accessible and detailed	➤ Tutorial is barely adequate	
➤ Phantom development	➤ Stats are daunting	
➤ Great art	➤ Steep learning curve	
GRAPHICS	Bright, colourful and completely endearing	8
SOUNDS	Excellent voice-acting, charming score	8
GAMEPLAY	Challenging tactical goodness	9
A rewarding and clever tactical RPG that has been polished to near perfection. Excels at everything it tries to do.		8



LITTLE BRITAIN – THE COMPLETE FIRST SERIES

Catch phrases! How will you keep up with your friends if you don't know the catch phrases? Oh my god!

Released Out Now Year 2003 Starring Matt Lucas and David Walliams Director Steve Bendelack

My friends Rebecca and Neal gave me this DVD as a Christmas present. I'm so glad: it's something I like having but would never have bought myself. *Little Britain* isn't one of my favourite shows ever. But it is very, very good, and if you didn't catch it on the ABC, I do recommend picking up this two-disc set. So, for the uninitiated: *Little Britain* is a sketch comedy show – a very good one. It could have been merely good, but creators Lucas and Walliams have gone out of their way to give the show an identifiable flavour; a real charm and character that endears one to it, more so than if it were merely funny. Steve Bendelack as director and Mark Gatiss as script editor add extra polish – although perhaps their influence is why *Little Britain* sometimes comes off as a watered-down *League of Gentlemen*. Tom Baker's pompous and slightly insane

voice-overs are the final, essential ingredient in the 'special something' that makes the show so memorable. Much of *Little Britain*'s humour comes from the very real idea of deeply insecure people trying to prove something to a mostly indifferent world. Daffyd "I am the only gay in the village" Thomas and Emily "I am a lady!" Howard are consistently funny incarnations of the joke, and there are plenty more wonderful characters for you to meet in this excellent piece of television.

EXTRAS Heaps: the pilot episode, unused scenes, the best of *Rock Profile* (an earlier show of the duo's) and more besides. Oh, and commentary of course – the commentary's really good, actually. **VERDICT** A bandwagon worth jumping on. Not brain-explodingly hilarious, but many more hits than misses.

★★★★★ Patrick Alexander

THE 4400 – THE COMPLETE FIRST SEASON

They can't just call it 'vol. 1', can they? No, they have to take up space. So much gosh-danged space. I'll kill them.

Released Nov 2005 Year 2004 Starring Joel Gretsch Director Hunter, Simoneau, Gomez

I dunno what this show's for. It's entertaining and all, but what's it adding to the culture? I don't even know what I mean by that. Yes I do: *The 4400* doesn't seem like anyone's vision. Or if it ever was anyone's vision, they were too open to other people's input. "The scene is fabulous, Dan, it's just not speaking enough to the 10-14 demographic. Can we put maybe a dog in it; a breakdancing dog." "Oh, WOW, what a great idea! Mary, thank you for your fantastic input. I mean... WOW." So. *The 4400* is supposedly science fiction, but what it really is, is a slightly-above-average television drama that tries to be all things to all people – and succeeds, at least as much as you can succeed at that sort of thing. It's got *The X-Files* in it; it's got a generous helping of *Dawson's Creek* or whatever; it's even got a bit of *Law and*

Order and stuff like that. Hell, it's got a bit of *Ed*, even. It's a show the whole family can enjoy, but each member will enjoy different bits particularly. The script's mostly verbal clipart, but some of the acting's quite good. It's not going to be anyone's favourite show in the world, but everyone's going to watch it on TV.

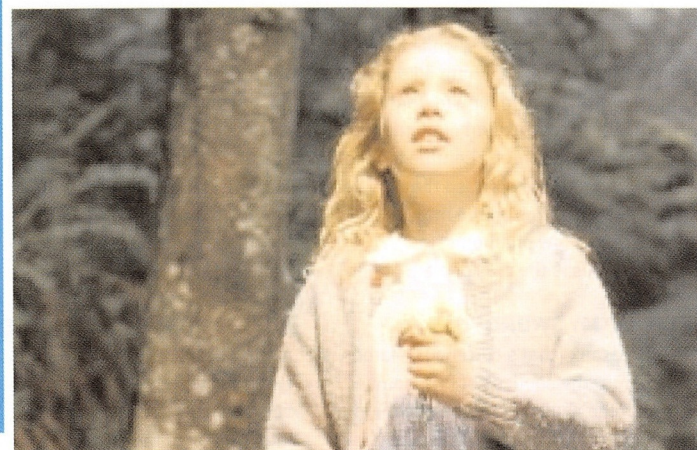
The story itself is sort of... meh. You can tell they don't really know where they're going with it. It's not boring, though – it'll hold your interest, just not with GIANT METAL CLAWS.

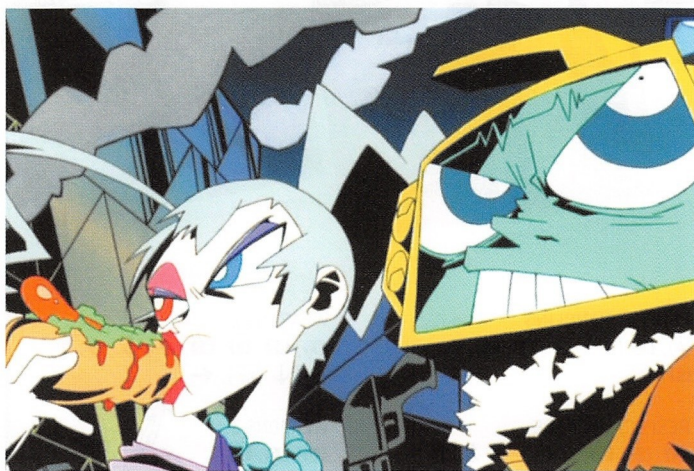
EXTRAS I don't think there are any.

Comes in a shiny box though. Aw yeah.

VERDICT Raises the standard for average, watchable television. Not worth buying. Some people just buy everything on DVD though; it's crazy.

★★★★★ Patrick Alexander





MEZZO: DANGER SERVICE AGENCY – VOL. 1

She's dangerous. She services. She's an agent. And she's volume one. Also, Mezzo. Actually, what the hell is 'Mezzo'?

Released Feb 23 Year 2003 Starring Tomoko Kotani Director Yasuomi Umetsu

I don't want to judge *Mezzo* by comparing it to another show; that's not something I like to do – but watch it for yourself and see if it isn't begging to be mentioned in the same breath as *Cowboy Bebop*. I mean... jeez. Ah, you'll see.

Yeah, you might as well watch *Mezzo*; it's pretty fun, but I think it tries too hard. The style is borrowed from all over the place, and consequently lacks flavour. The main character is clearly designed to have a broad appeal: for the boys, she's hot; for the girls, she's strong, independent and still figuring out her sexuality. And then there's this *other* character, this little girl. What's she for? She does nothing! She's just there so anime nerds who like shy little girl characters have a reason to watch. And she's *such* a shy little girl character; she

speaks in a tiny whisper, even in situations where it's inconceivable that anyone, no matter how shy, would speak in a tiny whisper. Ruining an otherwise perfectly okay show just so a handful of fat dorks can sit there wailing "Asami-chan kawaii!!!!!"

Man, I just wanna kill 'em all.

So anyway, *Mezzo* is a clumsy fusion of action, drama and comedy, starring this hot chick and a pair of lovable dags. It has a bunch of cool action scenes, and some other stuff. I don't really care about it but I'd watch it if it were on. It's just pretty okay, you know?

EXTRAS Nothing worth mentioning.

VERDICT No way, I'm not letting you just skip to this bit and the star rating. Read the damn review, you lazy punk.

★★★★★ Patrick Alexander

DEAD LEAVES

Now it's over; I'm dead and I haven't done anything that I want. Or, I'm still alive and there's nothing I want to do.

Released Out Now Year 2004 Starring Takako Honda, Kappei Yamaguchi Director Hiroyuki Imaishi

I'm not sure how to tell you about *Dead Leaves*. I mean, yes, it's WEIRD and CRAZY and all that stuff, but if I describe it like that, you might think it's like *Excel Saga* or something, and it's not. It's extremely not. *Dead Leaves* isn't weird by design – it's imaginative and remarkable, and 'weird' as a natural consequence of that.

I'll tell you the important bit: *Dead Leaves* will kick your arse. There's been a lot of flimsy, pretentious anime coming out lately, and *Dead Leaves* is a fresh, punk-rocking antidote to all that. It's fifty minutes of relentless, preternatural audio-visual splendour that *dares* you to even blink. It's aggressive, energetic, exhausting and, above all, fun: You can imagine it screaming, the whole time, "WHEEEEEEEEEEE, I'M A CARTOON! ANIMATION IS SO COOL! LOOK AT ME, LOOK AT MEEEEEEEE!" If *Dead Leaves* were a

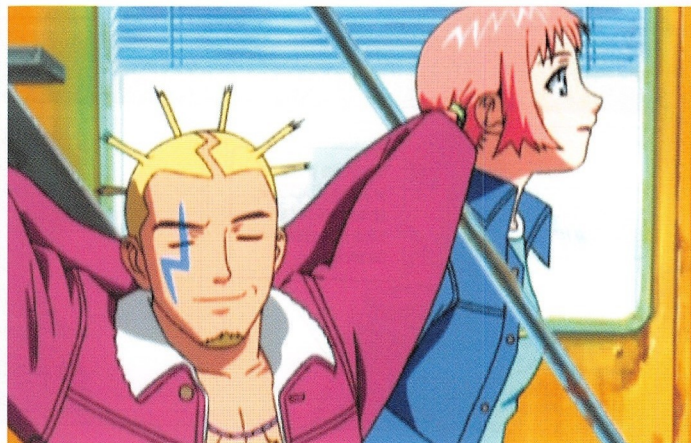
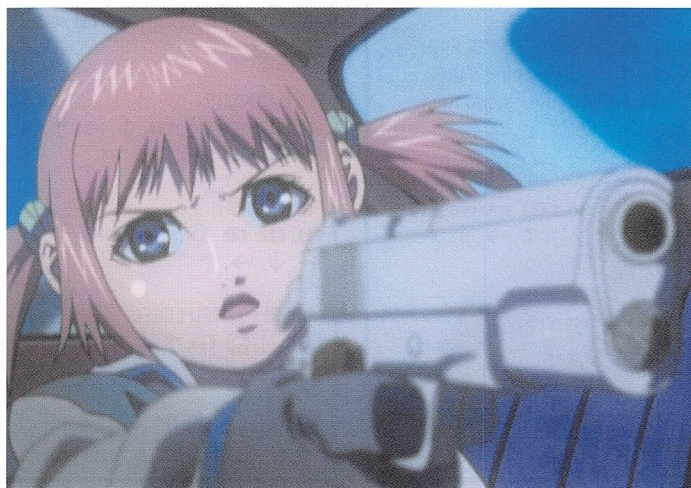
person, it would crash a party, beat up some emo kids and get off with their girlfriends on the pool table. I can say with a deeply felt certainty that somewhere in the English-speaking world, some reviewer has called *Dead Leaves* a "rollercoaster ride".

If you've become bored with anime, or film generally, or in fact life, pick up *Dead Leaves* and put aside an hour of your time to watch it without distraction. If you find it's not to your taste, breathe deeply, drink a glass of water and try to accept that your taste is incorrect.

EXTRAS I dunno, a bunch of stuff. Who cares, when the feature makes your brain feel as if it's giving birth to a unicorn. It's FANTASTIC.

VERDICT If *Dead Leaves* weren't the only thing of its kind, it would be the best thing of its kind.

★★★★★ Patrick Alexander



GAME BREAKER

■ Delivering the best tips and cheats for the biggest games every month.

RATCHET & CLANK 3

Unleash some cool hidden features with these combinations:

DOUBLE BLADED LASER SWORD
 Ⓞ, Ⓞ, Ⓞ, Ⓞ, ↑, ↓, ← (x2)
 while the game is paused.

UNLOCK SLY 2: BAND OF THIEVES DEMO
 Hold all four shoulder buttons at the title screen.

UNLOCK SQUAT STATS
 ↑, ↓, ←, →, Ⓞ while Stats is highlighted at the main menu.

PIRATE VS NINJA 2 PLAYER FIGHT
 Press Ⓞ when picking a level in the Quark Vid comics and then enter MEGHAN.

DAN SKIN

Hold L2 and press ← (x4), ↑, →, ↑, ← in Edit Profile.



GRAND THEFT AUTO: SAN ANDREAS

There's an unbelievable amount of cool stuff to find, but you can make your life of crime easier by entering these cheats.

\$250,000
 R2, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑

DESTROY CARS
 R2, L2, R1, L1, L2, R2, ⊙, △, ⊙, △, L2, L1

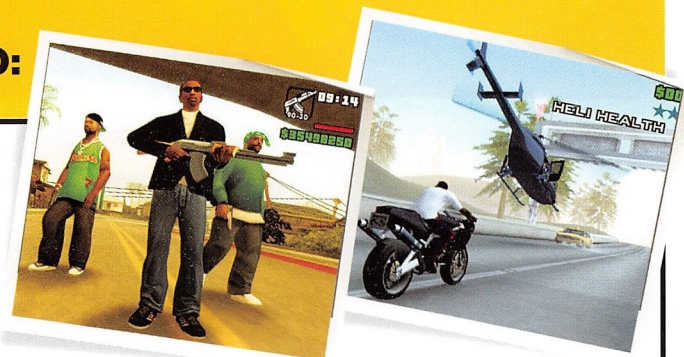
FASTER CARS
 →, R1, ↑, L2 (x2), ←, R1, L1, R1 (x2)

FULL ARMOUR
 R1, R2, L1, ⊗, L1, ↓, →, ↑, ←, ↓, →, ↑

FULL HEALTH
 R1, R2, L1, ⊙, ←, ↓, →, ↑, ←, ↓, →, ↑

LOWER WANTED LEVEL
 R1 (x2), ⊙, R2, ↑, ↓, ↑, ↓, ↑, ↓

MORE GORE
 ⊙, L1, ⊙, ↓, L1, R1, △, →, L1, X



PERFECT HANDLING
 △, R1 (x2), ←, R1, L1, R2, L1

RESPECT UPGRADE
 R1, R2, L1, X, ←, →, ↓, ↑

SLOWER GAMEPLAY
 △, ↑, →, ↓, L2, L1, ⊙

UNLOCK ROMERO
 ↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

UNLOCK TRASHMASTER
 ⊙, R1, ⊙, R1, ← (x2), R1, L1, ⊙, →

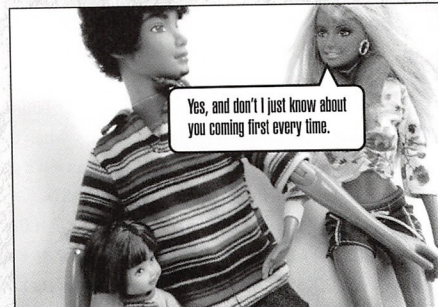
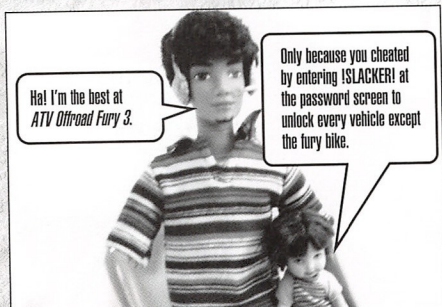
WEAPONS 1
 R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

WEAPONS 2
 R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓ (x2), ←

WEAPONS 3
 R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓ (x3)



PSW's photo casebook Steve's climax conundrum...



THE URBZ: SIMS IN THE CITY

Unlock the cheat gnome by quickly pressing **Ⓢ, Ⓛ, Ⓡ, Ⓡ, Ⓢ** during play. Now use him to activate and deactivate any of the following cheats:

ALL SOCIALS

Ⓡ, Ⓡ, Ⓢ, Ⓢ, Ⓡ, Ⓡ

ACQUIRE SKILL

Ⓢ, Ⓡ, Ⓢ, Ⓢ, Ⓢ, Ⓡ

MAX ARTISTIC

Ⓡ, Ⓡ, Ⓢ, Ⓡ, Ⓢ

MAX MENTAL

Ⓢ, Ⓡ, Ⓡ, Ⓢ, Ⓢ, Ⓢ

MAX PHYSICAL

Ⓢ, Ⓢ, Ⓡ, Ⓡ, Ⓡ, Ⓡ

POWER SOCIAL

Ⓢ, Ⓡ, Ⓢ, Ⓡ, Ⓡ, Ⓡ

TEAM PHOTO

See the development team by pressing **Ⓢ, Ⓡ, Ⓡ, Ⓡ, Ⓡ** at the Credits screen.

RAISE MOTIVES

Call on the cheat gnome and press **Ⓡ, Ⓢ, Ⓢ, Ⓡ, Ⓡ, Ⓡ, Ⓡ, Ⓡ**.



"YOU CAN'T BEAT A CHEAT!"



"Unlocking each stage in *Mortal Kombat: Deception* was a struggle until I took PSW's advice and pressed **Ⓢ** before selecting a character. God bless PSW!"

Mrs P McMillan, Dundas

SEE WHAT OUR AMAZING CHEATS CAN DO FOR YOU!

SATISFACTION GUARANTEED!

MORTAL KOMBAT: DECEPTION

If you're having trouble getting through all the stages in *Mortal Kombat: Deception*'s main game, press **Ⓢ** before you select your character to open up the Stage Select screen. However, this cheat doesn't work in either Arcade mode or Chess mode.

DEF JAM FIGHT FOR NY

Another set of cheats for the brutal hip-hop beat 'em up. Last month we gave you the reward points cheats. This month it's all about the tunes. Go to the cheat menu in Extras and enter the following codes:

'AFTERHOURS' BY NYNE
LOYALTY

'ANYTHING GOES' BY CNN
MILTAIN

'BUST' BY OUTKAST
BIGBOI

'CHOPSHOP' BY BAXTER
CHOPPER

'COMP' BY COMP
CHOCOCITY

'DRAGON HOUSE' BY CHIANG
AKIRA

'GET IT NOW' BY BLESS
PLATINUMB

'KOTO' BY CHIANG
GHOSTHELL

'LIL' BRO' BY
RICBYOBYCHE
GONBETRUBL

'MAN UP' BY STICKY FINGAZ
KIRKJONES

'MOVE' BY PUBLIC ENEMY
RESPECT

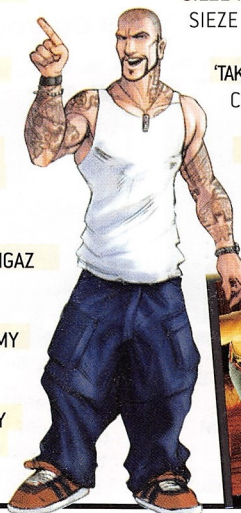
'ORIGINAL GANGSTA' BY
ICE T
POWER

'POPPA LARGE' BY ULTRAMAGNETIC MCS
ULTRAMAG

'SIEZE THE DAY' BY BLESS
SIEZE

'TAKE A LOOK AT MY LIFE' BY FAT JOE
CARTAGENA

'WALK WITH ME' BY JOE
BUDDEN
PUMP



ASK THE BOFFIN

Your queries fed direct into the giant cranium of our resident games boffin.

LAP OF DISHONOUR

Is it possible to swim between cities in *GTA: San Andreas*?
Alex O'Connor, Balmain

Technically speaking, yes, it is. However, if you haven't unlocked the area that you're trying to paddle to, you'll be greeted by an army of trigger-happy cops. You need to complete Cesar's mission to advance the story and travel freely between cities. Nice try, though.

BLOOD SPORT

How do I know which kind of fatality to perform in *Mortal Kombat: Deception*?
Simon Hooper, Bankstown

For Close fatalities you should be right next to your opponent. For Sweep fatalities you need to be about one step away so your character can still reach. Far fatalities are harder to judge, so the best method is to get close and then jump back once or twice. Of course, it all depends on what your character's specific moves are.

USE THE FORCE

Can you kill the special Jedi characters in *Star Wars Battlefront*?
Will Pattenden, Westmead

As invincible as they seem, it is possible. The easiest way is to blow them up with thermal detonators or grenades, or crush them by landing a heavy craft on top of them. On Tatooine, you can also use a vehicle to nudge the Jedi hero into the pit as food for the ever-hungry yet slow-digesting Sarlacc.

THE GETAWAY: BLACK MONDAY

Enter these codes at the intro movie before the main menu appears:

DOUBLE HEALTH

↑ [x2], ← [x2], → [x2], ◎ [x2], ↓

INFINITE AMMO

↑, ↓, ←, →, △, ↑, ↓, ←, →, ◎



MASHED

Push the following combination of buttons at any menu screen to unlock everything there is to unlock:

UNLOCK EVERYTHING

↑, →, ↓, ←, ↑, ←, ↓, →, ↑, ↓, ↑, ↓

MEGAMAN X: COMMAND MISSION

Enter these codes at the Figure Vending Machine in Access Tunnel E-1:

AXL (DNA CHANGE)
91327856

AXL FIGURE
38184155

CINNAMON (IRON MAIDEN)
19837556

CINNAMON FIGURE
92106548

MARINO (QUICKSILVER)
87352041

MARINO FIGURE
02098772

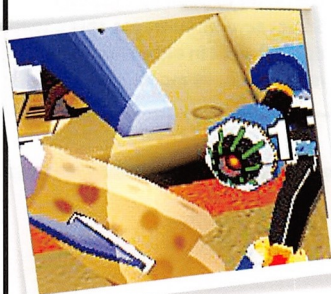
MASSIMO (GOLD)
47722361

MEGA MAN X FIGURE 2
44162918

MEGAMAN X FIGURE
73001472

X-ARMOUR FIGURE
19690831

ZERO FIGURE
29290141



ROBOTECH: INVASION

Go to the Options menu screen and select Extra before entering these passwords:

ALL LEVELS
RECLAMATION

INVINCIBILITY
SUPERCYC

LANCER'S MULTIPLAYER SKIN
YLLWFLW

ONE-HIT KILLS
DUSTYAYRES

RAND'S MULTIPLAYER SKIN
KIDGLOVES

ROOK'S MULTIPLAYER SKIN
BLUEANGLS

SCOTT BERNARD'S
MULTIPLAYER SKIN
LTNTCMDR



SPOILER ZONE

We finish games so you don't have to.

HITMAN: CONTRACTS



SPOILER ZONE

Back in the present, a fully healed Agent 47 is on a plane and is speaking to Diana – his contact at the contract agency.



Diana explains that the agency is being squeezed by a rival agency – the same group that set up 47 in Hitman 2.



Diana hands him a package containing info on his biggest hit yet and tells 47 that the money is under his plane seat.



And thus the plot for Hitman: Blood Money is set. Assassins from 47's agency are being whacked and he's next on the list.

GAME BREAKER

THE INCREDIBLES

Enter these passwords at the Secrets screen to help the superhero family on their way:

CHARACTER BLUR EFFECT
kronos

FULL INCREDI-METER
showtime

OUTLAW GOLF 2

Want to unlock everything in one go, and get a bigger chest too? Then do one of the following:

UNLOCK EVERYTHING
Enter your name as: I Have No Time

BIG CHESTS
Hold **LB** and press **○**, **↑**(x2), **○**, **△**, **↑**

ATHENS 2004

Press the following combination of buttons at the main menu to make it easier to keep your balance in the different disciplines. This is different from the old balance beam cheat that didn't work.

BETTER BALANCE
↑, **⊗**, **○**, **△**, **←**, **→**, **SELECT**

NEED FOR SPEED UNDERGROUND 2

Award yourself some free money and extra vehicles by entering the following combinations at the Main Menu screen:

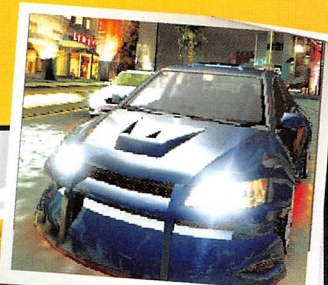
BEST BUY VINYL STICKER
↑, **↓**, **↑**, **↓**(x2), **↑**, **→**

BURGER KING VINYL STICKER
↑(x4), **↓**, **↑**(x2), **←**

\$1000 IN CAREER; RX-8 AND SKYLINE IN QUICK RACE
←(x2), **→**, **○**(x2), **→**, **○**, **△**

FREE \$200 IN CAREER
↑(x3), **←**, **△**(x3), **↓**

HUMMER H2 CAPONE
↑, **←**, **↑**(x2), **↓**, **←**, **↓**, **←**



FLATOUT

Create a new profile and enter one of these as your name. The words disappear when you select Done – just type in your name and save.

LOTS OF CASH
GIVECASH

UNLOCK EVERYTHING
GIVEALL

NBA LIVE 2005

Enter these passwords in the Codes section of the Sports Lounge:

ALL HARDWOOD CLASSIC JERSEYS
725JKUPLMM

ALL SHOES
POUY985GY5

ALL TEAM GEAR
YREY5625WQ

AIR UNLIMITED
XVLJD9895V

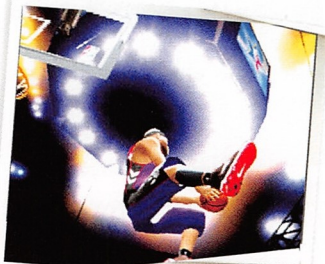
CELTICS ALTERNATE UNIFORM
XCV43MGMD5

HAWKS ALTERNATE UNIFORM
HDI834NN9N

MAVS ALTERNATE UNIFORM

AAPSEUD09U

WARRIORS ALTERNATE UNIFORM
NAVNY29548



JAMES BOND 007: NIGHTFIRE

Do pay attention 007. Enter the following cheat codes at the Secret Unlocks menu:

ALL MULTIPLAYER CHARACTERS
PARTY

ALL MULTIPLAYER SCENARIOS
GAMEROOM

ALL Q GADGETS
Q LAB

KING OF THE HILL MODE
TEAMWORK

LEVEL SELECT
PASSPORT

MULTIPLAYER ASSASSINATION MODE
TARGET

MULTIPLAYER DESTRUCTION MODE
TNT

MULTIPLAYER PROTECTION MODE
GUARDIAN

CAMERA UPGRADE
SHUTTER

EXPLOSIVE MULTIPLAYER SCENERY
BOOM

GONE BUT NOT FORGOTTEN
Classic game cheats dug up

WORLD OF WEIRD

A freakshow of oddities and quirks from classic PlayStation2 games.

**Grand Theft Auto
San Andreas**

EASTER EGGS

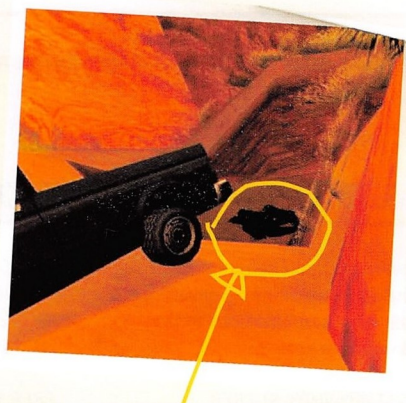
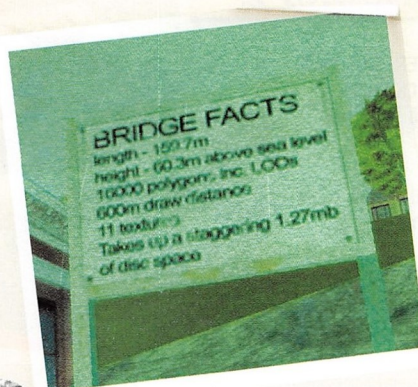


NO EASTER EGGS SIGN

Get yourself to the Gant Bridge, the copy of the Golden Gate Bridge and fly up to top of the southernmost strut. On the eastern side you should see this sign, proving what a strange sense of humour they have down at Rockstar.

BRIDGE FACTS

At the southern end of the Gant Bridge, you'll find a path leading off to the west, down to a diner. If you look to your right as you walk down, you'll see a board advertising the comical statistics for this piece of amazing computer engineering.

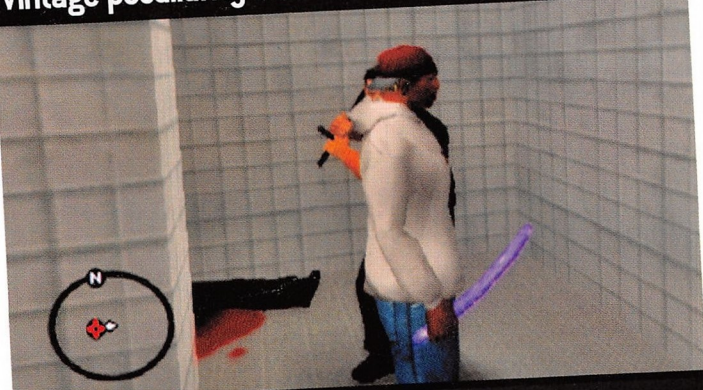
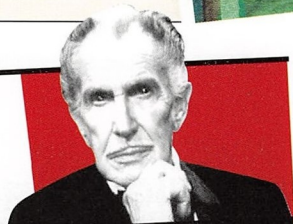


GOING HOME IN A BODY BAG

Follow the road to the west of the Snake farm and soon you'll see a gap in the cliffs to the south. Follow it and you'll find a hole in the ground filled with body bags and a pickup truck parked nearby. Nasty business.

PSW'S MOST CURIOUS

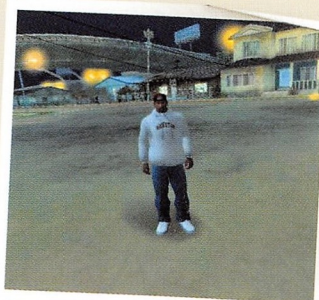
Vintage peculiarity from the darkest corner of PS2.



DOUBLE BILL

What is that huge, purple, cock-shaped thing? Why it's a huge purple cock! The bizarrest and sickest weapon on the block, the double-ended dildo is easy to find and a most effective melee weapon. Just wander in to the police station in Pershing Square, Los Santos, and you should find it in the showers. Use it to kill people or give it to your missus.

HIDDEN FEATURES



GET YOUR PICTURE TAKEN

We told you this last issue, but here it is again: to get your picture taken have the camera in your inventory, recruit one of your fellow gang members into your personal entourage. Then, when you walk up to him, you'll be given the option to have him take your picture with L1. Don't forget to say cheese.

PARK YOUR LUNCH

If, for some odd reason, you want to see CJ hurling his guts up, this can easily be arranged. Go to any fast food joint and eat 12 meals and you'll get to see plenty of second hand chicken. Bear in mind that if you do this, you won't get any benefit or fat from any of the food you've eaten.



GLITCHES



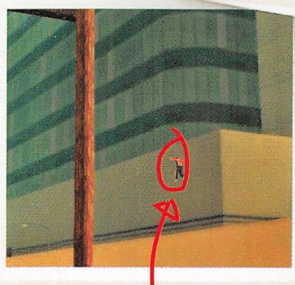
BLOODY BRILLIANT

You'll need a katana and a friend for this one. Start a two-player free-roam game and get the other player to chop off CJ's head. You'll fail the mission, but when it ends, you'll still be headless.



TURBO TRACTORS

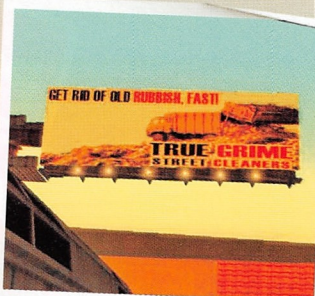
Use the tractor to hook up to a large vehicle. If you then turn suddenly, the weight on the back of the tractor will spin you round at incredible speed. Try chaining tractors together for complete madness.



IT'S RAINING MEN

Watch from the end of the alley behind the gym in northwest Las Venturas and you should see pedestrians appearing on the roof of a tall building opposite and jumping off. Bizarre? Yes.

IN-JOKES



KNOW YOUR ENEMY

It doesn't seem possible for anyone to release a free-roaming game without taking a dig at the other free-roaming games out there. Witness this 'hilarious' True Crime advert. Side-splitting stuff.



MINI TOMMY AND MINI PIGGY

While you can't buy or use these, they're mighty cute all the same. You'll find them in Zero's shop in San Fierro when you've finished all of his missions, although you can see them in the earlier cut-scenes. Aww, bless the little psychos.

EQUIPMENT



MUMBO JUMBO

There are some reasonably big planes just laying about in the airports of *San Andreas*, but if you want a really, really big plane, you'll have to go to Las Venturas airport. At the southern end, you'll find a hanger with a big green door. Walk up, it will open. Enjoy.



TANKS FOR THE MEMORIES

In previous *GTA* games, the Rhino tank might have acted a bit like a tank, but it sure as hell didn't look like one. Now, in *San Andreas*, we finally have a tank that looks the part. You can find this beauty in the hangers in Area 69. You can't boost using the gun anymore.

JUST PLAIN FUN



SWINGERS

Want to have some bizarre, unending fun with magnets? Who doesn't? Go to the docks in San Fierro, attach the crane's magnet to a car and let out as much spare line as possible. Then get out and drive the car. Amazing.



THE TRUTH IS OUT THERE

Debunking PS2 gaming myths.

BIGFOOT?

I've heard that there's a Bigfoot wandering around the Back O' Beyond. I've even seen pictures of him on the internet. Is it real or is it a big wind-up?

Ben Davies,
via email



You've got us on this one, Ben. We really don't know if it's true or not. Some screenshots look real, others look fake. We just don't know for sure.

COME KART

Hey PSW, my mate's been claiming he's found a go-kart in *San Andreas* but he won't show me where he found it. Is there one in there, or is he full of shit?

Andrew Trent,
via email



There certainly is and if you want it, the easiest way is to enter the go-kart race from behind Wang Cars in San Fierro, then just nick it, drive back to your garage and store it for use later.

MEGA GUN

I've read on the internet that you can get a *Predator*-style mini-gun. Where the hell is it? I've tried looking everywhere and I'm beginning to think I've imagined it. Help me out here.

Paul Telbaum,
Richmond



It is in the game and the easiest way to find it is to go to Mike Toreno's cabin when you've finished his missions. You'll find plenty of other booty there besides. You can also get it during your missions for The Truth, but that's a bit trickier.

SEEN ANYTHING STRANGE LATELY?

PSW needs you! If you've spotted any bizarre glitches, unusual occurrences or hilarious game gaffes, send us a video tape, photo or a letter telling us where you found them. Senders of any anomalies printed will win a copy of a random PS2 game from the rather big pile on Dan's desk.

NEXT MONTH

THE FIRST REVIEW!

GT

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PATCHES

The Sims Hot Date/The Sims Deluxe Edition/The Sims Unleashed

TOOLS

The Sims 2 The Sims 2 Body Shop/The Sims 2 Body Shop Starter Kit The Sims Hot Date/Make-a-Date Tool The Sims/The Sims Menu Edit/The Sims Art Studio



CUSTOM

This section several cool goodies for The Sims. Check out the stuff for The Sims Vacation, Hot Date and Unleashed.

MOVIES

The Sims 2 Strangetown/Friday the 13th/The Sims 2 Trailer/Flirting/First Kiss/ Abduction/The Sims 2 Movie/Twins/The Sims 2



The Sims Makin' Magic The Sims Makin' Magic Trailer The Sims Superstar Fashion/Movies/Pop The Sims Bustin' Out The Sims Bustin' Out Trailer The URBZ: Sims in the City Trailer 1/Trailer 2/Trailer 3

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Hot Date Object Organiser/The Sims File Cop/Winzip - Shareware/WinRAR - Shareware

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